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Unique solved — SSRS

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

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

Filters: none

Count: 3,226

1.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[SSRS 's solution](#)
2.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [strings](#)

[SSRS 's solution](#)
3.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,271 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#), [number theory](#)

[SSRS 's solution](#)
4.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#), [sortings](#)

[SSRS 's solution](#)
5.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,421 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: [geometry](#), [math](#)

[SSRS 's solution](#)
6.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#)

[SSRS 's solution](#)
7.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: [games](#), [math](#)

[SSRS 's solution](#)
8.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

[SSRS 's solution](#)
9.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,170 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: [binary search](#), [implementation](#)

[SSRS 's solution](#)

10.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,345 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[SSRS 's solution](#)

11.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,780 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation
[SSRS 's solution](#)

12.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)

13.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,753 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)

14.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[SSRS 's solution](#)

15.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,918 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[SSRS 's solution](#)

16.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[SSRS 's solution](#)

17.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[SSRS 's solution](#)

18.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

19.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

20.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[SSRS 's solution](#)

21.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,971 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS_'s solution](#)

22.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,681 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS_'s solution](#)

23.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,384 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS_'s solution](#)

24.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[SSRS_'s solution](#)

25.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,170 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS_'s solution](#)

26.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,318 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS_'s solution](#)

27.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

28.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS_'s solution](#)

29.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS_'s solution](#)

30.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,955 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS_'s solution](#)

31.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,263 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[SSRS_'s solution](#)

- 32.**
1859A
[United We Stand](#) · [Tutorial](#)
Quality: 54,385 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[SSRS 's solution](#)
- 33.**
1857A
[Array Coloring](#) · [Tutorial](#)
Quality: 78,902 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS 's solution](#)
- 34.**
1856A
[Tales of a Sort](#) · [Tutorial](#)
Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)
- 35.**
1849A
[Morning Sandwich](#) · [Tutorial](#)
Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)
- 36.**
1851B
[Parity Sort](#) · [Tutorial](#)
Quality: 32,453 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[SSRS 's solution](#)
- 37.**
1851A
[Escalator Conversations](#) · [Tutorial](#)
Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[SSRS 's solution](#)
- 38.**
1844A
[Subtraction Game](#) · [Tutorial](#)
Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[SSRS 's solution](#)
- 39.**
1846B
[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)
Quality: 28,915 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[SSRS 's solution](#)
- 40.**
1846A
[Rudolph and Cut the Rope](#) · [Tutorial](#)
Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)
- 41.**
1845A
[Forbidden Integer](#) · [Tutorial](#)
Quality: 47,327 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[SSRS 's solution](#)
- 42.**
1842A
[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[SSRS 's solution](#)

43.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[SSRS 's solution](#)

44.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers

[SSRS 's solution](#)

45.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[SSRS 's solution](#)

46.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,639 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

47.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[SSRS 's solution](#)

48.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings, two pointers

[SSRS 's solution](#)

49.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

50.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

51.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,819 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

52.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[SSRS 's solution](#)

53.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms,

math

[SSRS 's solution](#)

54.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

55.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,601 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SSRS 's solution](#)

56.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

57.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,483 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[SSRS 's solution](#)

58.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,422 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

59.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

60.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,906 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[SSRS 's solution](#)

61.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

62.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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63.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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- 64.**
1800A
[Is It a Cat?](#) · [Tutorial](#)
Quality: 36,577 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SSRS 's solution](#)
- 65.**
1799A
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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
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- 66.**
1776A
[Walking Boy](#) · [Tutorial](#)
Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)
- 67.**
1795A
[Two Towers](#) · [Tutorial](#)
Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[SSRS 's solution](#)
- 68.**
1788A
[One and Two](#) · [Tutorial](#)
Quality: 52,952 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[SSRS 's solution](#)
- 69.**
1778A
[Flip Flop Sum](#) · [Tutorial](#)
Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)
- 70.**
1787A
[Exponential Equation](#) · [Tutorial](#)
Quality: 20,382 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SSRS 's solution](#)
- 71.**
1790B
[Taisia and Dice](#) · [Tutorial](#)
Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS 's solution](#)
- 72.**
1790A
[Polycarp and the Day of Pi](#) · [Tutorial](#)
Quality: 41,042 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
[SSRS 's solution](#)
- 73.**
1780A
[Hayato and School](#) · [Tutorial](#)
Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)
- 74.**
1792A
[GamingForces](#) · [Tutorial](#)
Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SSRS 's solution](#)

75.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 43,989 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

76.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

77.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,576 global accepts · Rating: 800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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78.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SSRS 's solution](#)

79.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SSRS 's solution](#)

80.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

81.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

82.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,414 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

83.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

84.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

85.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

86.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,975 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

87.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

88.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

89.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[SSRS 's solution](#)

90.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[SSRS 's solution](#)

91.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[SSRS 's solution](#)

92.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,920 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS 's solution](#)

93.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,579 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[SSRS 's solution](#)

94.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,635 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

95.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,662 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

96.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

97.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[SSRS 's solution](#)

98.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[SSRS 's solution](#)

99.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[SSRS 's solution](#)

100.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[SSRS 's solution](#)

101.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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102.

1744B

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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103.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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104.

1746B

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105.

1746A

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106.

1742B

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107.

1742A

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108.

1741B

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Quality: 26,761 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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109.

1741A

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Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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110.

1736A

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Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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111.

1738A

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112.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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113.

1730A

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114.

1734B

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115.

1734A

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116.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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117.

1729B

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118.

1729A

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Quality: 45,896 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS_'s solution](#)

119.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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120.

1728A

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121.

1725A

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122.

1717A

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Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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123.

1722C

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Quality: 36,174 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SSRS_'s solution](#)

124.

1722B

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Quality: 56,447 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS_'s solution](#)

125.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,617 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

126.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SSRS_'s solution](#)

127.

1715A

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Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS_'s solution](#)

128.

1720B

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Quality: 22,414 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[SSRS_'s solution](#)

129.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[SSRS 's solution](#)

130.

1712A

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131.

1713A

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Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

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132.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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133.

1716A

[2-3 Moves](#) · [Tutorial](#)

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134.

1714C

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[SSRS 's solution](#)

135.

1714B

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Quality: 33,771 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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136.

1704A

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Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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137.

1709A

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Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[SSRS 's solution](#)

138.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

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139.

1705A

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Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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140.

1703B

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141.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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142.

1703A

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Quality: 97,204 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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143.

1702B

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144.

1702A

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145.

1701B

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[SSRS_'s solution](#)

146.

1701A

[Grass Field](#) · [Tutorial](#)

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[SSRS_'s solution](#)

147.

1699A

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Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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148.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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149.

1700A

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150.

1695A

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151.

1692C

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[SSRS 's solution](#)

152.

1692B

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Quality: 39,432 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

153.

1692A

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Quality: 85,729 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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154.

1697A

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155.

1689A

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156.

1690C

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157.

1690B

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158.

1690A

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159.

1691A

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160.

1681B

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Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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161.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[SSRS 's solution](#)

162.

1682A

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

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163.

1684B

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164.

1684A

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[SSRS 's solution](#)

165.

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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166.

1680A

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167.

1676C

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168.

1676B

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169.

1676A

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170.

1670A

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Quality: 15,994 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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171.

1675A

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Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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172.

1674B

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Quality: 29,406 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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173.

1674A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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174.

1673A

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[SSRS_'s solution](#)

175.

618A

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[SSRS_'s solution](#)

176.

1672B

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Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS_'s solution](#)

177.

1672A

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[SSRS_'s solution](#)

178.

1671A

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179.

1661A

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180.

1665A

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Quality: 26,204 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

181.

1660B

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[SSRS_'s solution](#)

182.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS_'s solution](#)

183.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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184.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[SSRS 's solution](#)

185.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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186.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

187.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

188.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[SSRS 's solution](#)

189.

1654A

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Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[SSRS 's solution](#)

190.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory

[SSRS 's solution](#)

191.

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

192.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

193.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

194.

1650A

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Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

195.

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[SSRS 's solution](#)

196.

1646A

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Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

197.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

198.

1635A

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Quality: 25,896 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[SSRS 's solution](#)

199.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

200.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

201.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

202.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SSRS 's solution](#)

203.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

204.

1626A

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Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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205.

1625A

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Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[SSRS_'s solution](#)

206.

1624A

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

Quality: 60,267 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math
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207.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SSRS_'s solution](#)

208.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS_'s solution](#)

209.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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210.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,029 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[SSRS_'s solution](#)

211.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS_'s solution](#)

212.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,944 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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213.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,813 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SSRS_'s solution](#)

214.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[SSRS_'s solution](#)

215.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SSRS_'s solution](#)

216.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,835 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

217.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,378 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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218.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

219.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

220.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSRS_'s solution](#)

221.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[SSRS_'s solution](#)

222.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,411 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

223.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[SSRS_'s solution](#)

224.

1605A

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Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS_'s solution](#)

225.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS_'s solution](#)

226.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

227.

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[SSRS 's solution](#)

228.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

229.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[SSRS 's solution](#)

230.

1594A

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[SSRS 's solution](#)

231.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[SSRS 's solution](#)

232.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[SSRS 's solution](#)

233.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

234.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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235.

1566A

[Median Maximization](#) · [Tutorial](#)

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[SSRS 's solution](#)

236.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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237.

1567A

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Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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238.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
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239.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS 's solution](#)

240.

1560C

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Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)

241.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[SSRS 's solution](#)

242.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,505 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)

243.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

244.

1552A

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Quality: 25,339 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
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245.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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246.

1551A

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Quality: 58,341 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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247.

1553A

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Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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248.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)

249.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

250.

1550A

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Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

251.

1547B

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Quality: 27,900 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[SSRS 's solution](#)

252.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

253.

1542A

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Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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254.

1539B

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255.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

256.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

257.

1538B

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Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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258.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

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259.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
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260.

1535A

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Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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261.

1523A

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Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)

262.

1526A

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Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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263.

1527A

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Quality: 41,897 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
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264.

1525A

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265.

1520B

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266.

1520A

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267.

1515A

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268.

1519B

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269.

1519A

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270.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

271.

1516A

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Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SSRS 's solution](#)

272.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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273.

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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274.

1512A

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Quality: 80,081 global accepts · Rating: 800 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

275.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS 's solution](#)

276.

1498A

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Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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277.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS 's solution](#)

278.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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279.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[SSRS 's solution](#)

280.

1294A

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Quality: 53,425 global accepts · Rating: 800 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

281.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

282.

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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283.

1490A

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Quality: 32,973 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

284.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS 's solution](#)

285.

1106A

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[SSRS 's solution](#)

286.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

287.

1114A

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Quality: 19,754 global accepts · Rating: 800 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SSRS 's solution](#)

288.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

289.

1474A

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Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

290.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[SSRS 's solution](#)

291.

1473A

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Quality: 37,421 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[SSRS 's solution](#)

292.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[SSRS 's solution](#)

293.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,831 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SSRS 's solution](#)

294.

1472A

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

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS 's solution](#)

295.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[SSRS 's solution](#)

296.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[SSRS 's solution](#)

297.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

298.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[SSRS 's solution](#)

299.

1462A

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

Quality: 48,957 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[SSRS 's solution](#)

300.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

301.

1450A

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Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[SSRS 's solution](#)

302.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

303.

1186A

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

Quality: 42,452 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

304.

1455A

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Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

305.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

306.

1454A

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

Quality: 44,053 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

[SSRS 's solution](#)

307.

1451A

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1385A

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1360B

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1353A

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1351A

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1348A

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992A

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368.

1325B

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1325A

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377.

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379.

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387.

1775A2

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388.

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396.

1733B

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1726A

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1720A

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1705B

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1699B

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404.

1696B

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405.

1697B

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406.

1689B

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407.

903A

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408.

1679A

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409.

1675B

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[SSRS 's solution](#)

411.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,890 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SSRS 's solution](#)

412.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SSRS 's solution](#)

413.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

414.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,927 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

415.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SSRS 's solution](#)

416.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

417.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

418.

1609A

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

Quality: 18,894 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[SSRS 's solution](#)

419.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

420.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

421.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings
[SSRS 's solution](#)

422.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,435 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[SSRS 's solution](#)

423.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,470 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
[SSRS 's solution](#)

424.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,356 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[SSRS 's solution](#)

425.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,637 global accepts · Rating: 900 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math
[SSRS 's solution](#)

426.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)

427.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SSRS 's solution](#)

428.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[SSRS 's solution](#)

429.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,572 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[SSRS 's solution](#)

430.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[SSRS 's solution](#)

431.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,343 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

432.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SSRS 's solution](#)

433.

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

[SSRS 's solution](#)

434.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

435.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,294 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

436.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[SSRS 's solution](#)

437.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

438.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,000 global accepts · Rating: 900 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS 's solution](#)

439.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[SSRS 's solution](#)

440.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

441.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

442.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[SSRS 's solution](#)

443.

1475B

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

Quality: 57,238 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[SSRS 's solution](#)

444.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,793 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

445.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[SSRS 's solution](#)

446.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

447.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,809 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: math
[SSRS 's solution](#)

448.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

449.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

450.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy
[SSRS 's solution](#)

451.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[SSRS 's solution](#)

452.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[SSRS 's solution](#)

453.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS_'s solution](#)

454.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

455.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS_'s solution](#)

456.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[SSRS_'s solution](#)

457.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[SSRS_'s solution](#)

458.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS_'s solution](#)

459.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

460.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[SSRS_'s solution](#)

461.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

462.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[SSRS_'s solution](#)

463.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,981 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS_'s solution](#)

464.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

465.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[SSRS_'s solution](#)

466.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SSRS_'s solution](#)

467.

1374B

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

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS_'s solution](#)

468.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[SSRS_'s solution](#)

469.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,525 global accepts · Rating: 900 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS_'s solution](#)

470.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS_'s solution](#)

471.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS_'s solution](#)

472.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS_'s solution](#)

473.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS_'s solution](#)

474.

1335B

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

Quality: 42,594 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS_'s solution](#)

475.

1324A

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

Quality: 27,312 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[SSRS 's solution](#)

476.

1313A

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

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[SSRS 's solution](#)

477.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

478.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,380 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[SSRS 's solution](#)

479.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

480.

1859B

[Ollya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,892 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SSRS 's solution](#)

481.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SSRS 's solution](#)

482.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

483.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

484.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

485.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

486.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,557 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[SSRS 's solution](#)

487.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

488.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

489.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[SSRS 's solution](#)

490.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[SSRS 's solution](#)

491.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SSRS 's solution](#)

492.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[SSRS 's solution](#)

493.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[SSRS 's solution](#)

494.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SSRS 's solution](#)

495.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

496.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,774 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)

497.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

498.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,878 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

499.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[SSRS 's solution](#)

500.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS 's solution](#)

501.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[SSRS 's solution](#)

502.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,084 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SSRS 's solution](#)

503.

1725B

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

Quality: 28,260 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SSRS 's solution](#)

504.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS 's solution](#)

505.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,600 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

506.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[SSRS 's solution](#)

507.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[SSRS 's solution](#)

508.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

509.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[SSRS 's solution](#)

510.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[SSRS 's solution](#)

511.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[SSRS 's solution](#)

512.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[SSRS 's solution](#)

513.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[SSRS 's solution](#)

514.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[SSRS 's solution](#)

515.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,947 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[SSRS 's solution](#)

516.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SSRS 's solution](#)

517.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[SSRS 's solution](#)

518.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[SSRS 's solution](#)

519.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,467 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[SSRS 's solution](#)

520.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SSRS 's solution](#)

521.

1614B

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

Quality: 29,024 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[SSRS 's solution](#)

522.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

523.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

524.

1607C

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

Quality: 26,835 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[SSRS 's solution](#)

525.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

526.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

527.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

528.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SSRS 's solution](#)

529.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

530.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,919 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[SSRS 's solution](#)

531.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[SSRS 's solution](#)

532.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

533.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

534.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[SSRS 's solution](#)

535.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

536.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

537.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[SSRS 's solution](#)

538.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,613 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[SSRS 's solution](#)

539.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[SSRS 's solution](#)

540.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

541.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[SSRS 's solution](#)

542.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,129 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SSRS 's solution](#)

543.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

544.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,881 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[SSRS 's solution](#)

545.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,317 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[SSRS 's solution](#)

546.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[SSRS 's solution](#)

547.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,104 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

548.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

549.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

550.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

551.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

552.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[SSRS 's solution](#)

553.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,059 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SSRS 's solution](#)

554.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

555.

1244B

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

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

556.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

557.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

558.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

559.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,232 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SSRS 's solution](#)

560.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,819 global accepts · Rating: 1000 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SSRS 's solution](#)

561.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[SSRS 's solution](#)

562.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

563.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

564.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,909 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

565.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

566.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[SSRS 's solution](#)

567.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS 's solution](#)

568.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

569.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,842 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

570.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,413 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

571.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

572.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[SSRS 's solution](#)

573.

1333A

[Little Artem](#) · [Tutorial](#)

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

[SSRS 's solution](#)

574.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[SSRS 's solution](#)

575.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

576.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[SSRS 's solution](#)

577.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[SSRS 's solution](#)

578.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SSRS 's solution](#)

579.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[SSRS 's solution](#)

580.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[SSRS 's solution](#)

581.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

582.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

583.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SSRS 's solution](#)

584.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SSRS 's solution](#)

585.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[SSRS 's solution](#)

586.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

587.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SSRS 's solution](#)

588.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[SSRS 's solution](#)

589.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

590.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

591.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[SSRS 's solution](#)

592.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,479 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[SSRS 's solution](#)

593.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

594.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

595.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

596.

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[SSRS 's solution](#)

597.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

598.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SSRS 's solution](#)

599.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

600.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[SSRS 's solution](#)

601.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths
[SSRS 's solution](#)

602.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,097 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[SSRS 's solution](#)

603.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[SSRS 's solution](#)

604.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

605.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[SSRS 's solution](#)

606.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[SSRS 's solution](#)

607.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[SSRS 's solution](#)

608.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SSRS 's solution](#)

609.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SSRS 's solution](#)

610.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SSRS 's solution](#)

611.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[SSRS_'s solution](#)

612.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,117 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS_'s solution](#)

613.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[SSRS_'s solution](#)

614.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS_'s solution](#)

615.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[SSRS_'s solution](#)

616.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,062 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SSRS_'s solution](#)

617.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SSRS_'s solution](#)

618.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

619.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[SSRS_'s solution](#)

620.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS_'s solution](#)

621.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS_'s solution](#)

622.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[SSRS 's solution](#)

623.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[SSRS 's solution](#)

624.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings

[SSRS 's solution](#)

625.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

626.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

627.

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

[SSRS 's solution](#)

628.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[SSRS 's solution](#)

629.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

630.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[SSRS 's solution](#)

631.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,395 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

632.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SSRS 's solution](#)

633.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[SSRS 's solution](#)

634.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[SSRS 's solution](#)

635.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

636.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,134 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[SSRS 's solution](#)

637.

1575A

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

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[SSRS 's solution](#)

638.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[SSRS 's solution](#)

639.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,220 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[SSRS 's solution](#)

640.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[SSRS 's solution](#)

641.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[SSRS 's solution](#)

642.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[SSRS 's solution](#)

643.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[SSRS 's solution](#)

644.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SSRS 's solution](#)

645.

1511C

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

Quality: 32,802 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[SSRS 's solution](#)

646.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[SSRS 's solution](#)

647.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,877 global accepts · Rating: 1100 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[SSRS 's solution](#)

648.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

649.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SSRS 's solution](#)

650.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-04-06 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SSRS 's solution](#)

651.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[SSRS 's solution](#)

652.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[SSRS 's solution](#)

653.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,820 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[SSRS_'s solution](#)

654.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SSRS_'s solution](#)

655.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,338 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[SSRS_'s solution](#)

656.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS_'s solution](#)

657.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SSRS_'s solution](#)

658.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[SSRS_'s solution](#)

659.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[SSRS_'s solution](#)

660.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS_'s solution](#)

661.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[SSRS_'s solution](#)

662.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[SSRS_'s solution](#)

663.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

664.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS_'s solution](#)

665.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS_'s solution](#)

666.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

667.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS_'s solution](#)

668.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,995 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[SSRS_'s solution](#)

669.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS_'s solution](#)

670.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[SSRS_'s solution](#)

671.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,778 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[SSRS_'s solution](#)

672.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[SSRS_'s solution](#)

673.

1335C

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

Quality: 38,964 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[SSRS_'s solution](#)

674.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

675.

1333B

[Kind Anton](#) · [Tutorial](#)

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

[SSRS 's solution](#)

676.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

677.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS 's solution](#)

678.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[SSRS 's solution](#)

679.

1324B

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

Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[SSRS 's solution](#)

680.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[SSRS 's solution](#)

681.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,813 global accepts · Rating: 1200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[SSRS 's solution](#)

682.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

683.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[SSRS 's solution](#)

684.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[SSRS_'s solution](#)

685.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[SSRS_'s solution](#)

686.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SSRS_'s solution](#)

687.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[SSRS_'s solution](#)

688.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[SSRS_'s solution](#)

689.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS_'s solution](#)

690.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[SSRS_'s solution](#)

691.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,740 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS_'s solution](#)

692.

1848B

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

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[SSRS_'s solution](#)

693.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[SSRS_'s solution](#)

694.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[SSRS 's solution](#)

695.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SSRS 's solution](#)

696.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[SSRS 's solution](#)

697.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,387 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

698.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[SSRS 's solution](#)

699.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,017 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

700.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,659 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[SSRS 's solution](#)

701.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,340 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[SSRS 's solution](#)

702.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,738 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SSRS 's solution](#)

703.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,550 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

704.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

705.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers
[SSRS 's solution](#)

706.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[SSRS 's solution](#)

707.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,609 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[SSRS 's solution](#)

708.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

709.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[SSRS 's solution](#)

710.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,936 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[SSRS 's solution](#)

711.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,624 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SSRS 's solution](#)

712.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,738 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[SSRS 's solution](#)

713.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

714.

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[SSRS 's solution](#)

715.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,785 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SSRS 's solution](#)

716.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

717.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SSRS 's solution](#)

718.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,612 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

719.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

720.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS 's solution](#)

721.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,423 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS 's solution](#)

722.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[SSRS 's solution](#)

723.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[SSRS 's solution](#)

724.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

725.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SSRS 's solution](#)

726.

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

[SSRS 's solution](#)

727.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

728.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[SSRS 's solution](#)

729.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[SSRS 's solution](#)

730.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[SSRS 's solution](#)

731.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SSRS 's solution](#)

732.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

733.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,659 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

734.

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

[SSRS 's solution](#)

735.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,705 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[SSRS 's solution](#)

736.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[SSRS 's solution](#)

737.

1586B

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

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

[SSRS 's solution](#)

738.

1598C

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

Quality: 23,651 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[SSRS 's solution](#)

739.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[SSRS 's solution](#)

740.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[SSRS 's solution](#)

741.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[SSRS 's solution](#)

742.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,428 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

743.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[SSRS 's solution](#)

744.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,807 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[SSRS 's solution](#)

745.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SSRS 's solution](#)

746.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SSRS_'s solution](#)

747.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,456 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS_'s solution](#)

748.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS_'s solution](#)

749.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[SSRS_'s solution](#)

750.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[SSRS_'s solution](#)

751.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[SSRS_'s solution](#)

752.

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

[SSRS_'s solution](#)

753.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SSRS_'s solution](#)

754.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[SSRS_'s solution](#)

755.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SSRS_'s solution](#)

756.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[SSRS 's solution](#)

757.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,349 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

758.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[SSRS 's solution](#)

759.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[SSRS 's solution](#)

760.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[SSRS 's solution](#)

761.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[SSRS 's solution](#)

762.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-04-06 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SSRS 's solution](#)

763.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[SSRS 's solution](#)

764.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[SSRS 's solution](#)

765.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

766.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[SSRS 's solution](#)

767.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[SSRS 's solution](#)

768.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

769.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[SSRS 's solution](#)

770.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers
[SSRS 's solution](#)

771.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

772.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SSRS 's solution](#)

773.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

774.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

775.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[SSRS 's solution](#)

776.

1433D

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

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[SSRS 's solution](#)

777.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[SSRS 's solution](#)

778.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,355 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[SSRS 's solution](#)

779.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SSRS 's solution](#)

780.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SSRS 's solution](#)

781.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

782.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[SSRS 's solution](#)

783.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[SSRS 's solution](#)

784.

1409C

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

Quality: 24,639 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

785.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

786.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

787.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

788.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

789.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

790.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[SSRS 's solution](#)

791.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[SSRS 's solution](#)

792.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[SSRS 's solution](#)

793.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

794.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS 's solution](#)

795.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation

[SSRS 's solution](#)

796.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SSRS 's solution](#)

797.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[SSRS 's solution](#)

798.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SSRS 's solution](#)

799.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[SSRS_'s solution](#)

800.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SSRS_'s solution](#)

801.

1352C

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

Quality: 69,756 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[SSRS_'s solution](#)

802.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SSRS_'s solution](#)

803.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SSRS_'s solution](#)

804.

1343C

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

Quality: 44,064 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[SSRS_'s solution](#)

805.

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
[SSRS_'s solution](#)

806.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[SSRS_'s solution](#)

807.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[SSRS_'s solution](#)

808.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[SSRS_'s solution](#)

809.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS_'s solution](#)

810.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,339 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, two pointers

[SSRS 's solution](#)

811.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SSRS 's solution](#)

812.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,515 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[SSRS 's solution](#)

813.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS 's solution](#)

814.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[SSRS 's solution](#)

815.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[SSRS 's solution](#)

816.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SSRS 's solution](#)

817.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[SSRS 's solution](#)

818.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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819.

1864C

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Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SSRS 's solution](#)

820.

1862D

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Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[SSRS 's solution](#)

821.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

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822.

1851D

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Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

823.

1844C

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Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[SSRS 's solution](#)

824.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS 's solution](#)

825.

1839C

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Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

826.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

827.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

828.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SSRS 's solution](#)

829.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

830.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SSRS 's solution](#)

831.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[SSRS 's solution](#)

832.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

833.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

834.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,730 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SSRS 's solution](#)

835.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

836.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SSRS 's solution](#)

837.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

838.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS 's solution](#)

839.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[SSRS 's solution](#)

840.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[SSRS 's solution](#)

841.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[SSRS 's solution](#)

842.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[SSRS 's solution](#)

843.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[SSRS 's solution](#)

844.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SSRS 's solution](#)

845.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,042 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[SSRS 's solution](#)

846.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

847.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

848.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[SSRS 's solution](#)

849.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SSRS 's solution](#)

850.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,186 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[SSRS 's solution](#)

851.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[SSRS 's solution](#)

852.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS 's solution](#)

853.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[SSRS 's solution](#)

854.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[SSRS 's solution](#)

855.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SSRS 's solution](#)

856.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[SSRS 's solution](#)

857.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

858.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SSRS 's solution](#)

859.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[SSRS 's solution](#)

860.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SSRS 's solution](#)

861.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[SSRS 's solution](#)

862.

1618D

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

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SSRS 's solution](#)

863.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

864.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SSRS 's solution](#)

865.

1607D

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Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SSRS 's solution](#)

866.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

867.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[SSRS 's solution](#)

868.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

869.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[SSRS 's solution](#)

870.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

871.

1558A

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Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

872.

1560D

[Make a Power of Two](#) · [Tutorial](#)

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[SSRS_'s solution](#)

873.

1555C

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Quality: 24,081 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[SSRS_'s solution](#)

874.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,247 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SSRS_'s solution](#)

875.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[SSRS_'s solution](#)

876.

1547D

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Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SSRS_'s solution](#)

877.

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[SSRS_'s solution](#)

878.

1538C

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Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[SSRS_'s solution](#)

879.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS_'s solution](#)

880.

808B

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Quality: 14,868 global accepts · Rating: 1300 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[SSRS_'s solution](#)

881.

1498B

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Quality: 23,343 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[SSRS_'s solution](#)

882.

1294C

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Quality: 46,265 global accepts · Rating: 1300 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[SSRS 's solution](#)

883.

1493B

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Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[SSRS 's solution](#)

884.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[SSRS 's solution](#)

885.

1216D

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Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[SSRS 's solution](#)

886.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[SSRS 's solution](#)

887.

1152B

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Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[SSRS 's solution](#)

888.

1470A

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Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[SSRS 's solution](#)

889.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[SSRS 's solution](#)

890.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[SSRS 's solution](#)

891.

1454D

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

Quality: 22,143 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[SSRS 's solution](#)

892.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[SSRS 's solution](#)

893.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS 's solution](#)

894.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

895.

871A

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

Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[SSRS 's solution](#)

896.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[SSRS 's solution](#)

897.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

898.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,823 global accepts · Rating: 1300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SSRS 's solution](#)

899.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

900.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

901.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS 's solution](#)

902.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

903.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

904.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SSRS 's solution](#)

905.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SSRS 's solution](#)

906.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[SSRS 's solution](#)

907.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[SSRS 's solution](#)

908.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[SSRS 's solution](#)

909.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,379 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

910.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

911.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

912.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

913.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

914.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar

[SSRS 's solution](#)

915.

1364B

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

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[SSRS 's solution](#)

916.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,948 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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917.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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918.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[SSRS 's solution](#)

919.

1360D

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Quality: 42,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

920.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[SSRS 's solution](#)

921.

1352D

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Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

922.

1016B

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Quality: 10,150 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

923.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS_'s solution](#)

924.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS_'s solution](#)

925.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS_'s solution](#)

926.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SSRS_'s solution](#)

927.

1328B

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Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[SSRS_'s solution](#)

928.

1326C

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

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

[SSRS_'s solution](#)

929.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SSRS_'s solution](#)

930.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[SSRS_'s solution](#)

931.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[SSRS_'s solution](#)

932.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS_'s solution](#)

933.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[SSRS_'s solution](#)

934.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,537 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[SSRS 's solution](#)

935.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,566 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[SSRS 's solution](#)

936.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[SSRS 's solution](#)

937.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SSRS 's solution](#)

938.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[SSRS 's solution](#)

939.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

940.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

941.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[SSRS 's solution](#)

942.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[SSRS 's solution](#)

943.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SSRS 's solution](#)

944.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

945.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SSRS 's solution](#)

946.

1837D

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Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

947.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[SSRS 's solution](#)

948.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[SSRS 's solution](#)

949.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SSRS 's solution](#)

950.

1772D

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Quality: 18,505 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

951.

1771B

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

Quality: 21,327 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[SSRS 's solution](#)

952.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[SSRS 's solution](#)

953.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[SSRS 's solution](#)

954.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SSRS 's solution](#)

955.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[SSRS 's solution](#)

956.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SSRS 's solution](#)

957.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)

958.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[SSRS 's solution](#)

959.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[SSRS 's solution](#)

960.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

961.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

962.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[SSRS 's solution](#)

963.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

964.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,142 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[SSRS 's solution](#)

965.

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS_'s solution](#)

966.

1701C

[Schedule Management](#) · Tutorial

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[SSRS_'s solution](#)

967.

1696C

[Fishingprince Plays With Array](#) · Tutorial

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS_'s solution](#)

968.

1692G

[2^Sort](#) · Tutorial

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[SSRS_'s solution](#)

969.

1697C

[awoo's Favorite Problem](#) · Tutorial

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[SSRS_'s solution](#)

970.

1691C

[Sum of Substrings](#) · Tutorial

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SSRS_'s solution](#)

971.

1682C

[LIS or Reverse LIS?](#) · Tutorial

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS_'s solution](#)

972.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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973.

1676H1

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Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SSRS_'s solution](#)

974.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[SSRS_'s solution](#)

975.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[SSRS_'s solution](#)

976.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[SSRS_'s solution](#)

977.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SSRS_'s solution](#)

978.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[SSRS_'s solution](#)

979.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[SSRS_'s solution](#)

980.

1609C

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Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[SSRS_'s solution](#)

981.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[SSRS_'s solution](#)

982.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[SSRS_'s solution](#)

983.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SSRS_'s solution](#)

984.

1559D1

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

Quality: 16,026 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[SSRS 's solution](#)

985.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[SSRS 's solution](#)

986.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[SSRS 's solution](#)

987.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

988.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[SSRS 's solution](#)

989.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[SSRS 's solution](#)

990.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

991.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SSRS 's solution](#)

992.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[SSRS 's solution](#)

993.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[SSRS 's solution](#)

994.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[SSRS 's solution](#)

995.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[SSRS 's solution](#)

996.

803A

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

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

997.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SSRS 's solution](#)

998.

1506D

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

Quality: 25,531 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SSRS 's solution](#)

999.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[SSRS 's solution](#)

1000.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,316 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[SSRS 's solution](#)

1001.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)

1002.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[SSRS 's solution](#)

1003.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SSRS 's solution](#)

1004.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1005.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[SSRS 's solution](#)**1006.**

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS 's solution](#)**1007.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,936 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)**1008.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS 's solution](#)**1009.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SSRS 's solution](#)**1010.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)**1011.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[SSRS 's solution](#)**1012.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)**1013.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[SSRS 's solution](#)**1014.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[SSRS 's solution](#)

1015.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[SSRS 's solution](#)

1016.

516A

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

Rating: 1400 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[SSRS 's solution](#)

1017.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SSRS 's solution](#)

1018.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SSRS 's solution](#)

1019.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

1020.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[SSRS 's solution](#)

1021.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

1022.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[SSRS 's solution](#)

1023.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[SSRS 's solution](#)

1024.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

1025.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[SSRS 's solution](#)

1026.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[SSRS 's solution](#)

1027.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

1028.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS 's solution](#)

1029.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,633 global accepts · Rating: 1400 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math

[SSRS 's solution](#)

1030.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SSRS 's solution](#)

1031.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[SSRS 's solution](#)

1032.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[SSRS 's solution](#)

1033.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

1034.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SSRS 's solution](#)

1035.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[SSRS 's solution](#)

1036.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[SSRS 's solution](#)

1037.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[SSRS 's solution](#)

1038.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SSRS 's solution](#)

1039.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

1040.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1041.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SSRS 's solution](#)

1042.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

1043.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1044.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[SSRS 's solution](#)

1045.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1046.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[SSRS_'s solution](#)

1047.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SSRS_'s solution](#)

1048.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[SSRS_'s solution](#)

1049.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[SSRS_'s solution](#)

1050.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[SSRS_'s solution](#)

1051.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[SSRS_'s solution](#)

1052.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS_'s solution](#)

1053.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,165 global accepts · Rating: 1500 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[SSRS_'s solution](#)

1054.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[SSRS_'s solution](#)

1055.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

1056.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[SSRS_'s solution](#)

1057.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[SSRS 's solution](#)

1058.

356A

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

Quality: 16,784 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[SSRS 's solution](#)

1059.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[SSRS 's solution](#)

1060.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,623 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[SSRS 's solution](#)

1061.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[SSRS 's solution](#)

1062.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,194 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[SSRS 's solution](#)

1063.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,461 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SSRS 's solution](#)

1064.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

1065.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[SSRS 's solution](#)

1066.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[SSRS 's solution](#)

1067.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[SSRS 's solution](#)

1068.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SSRS 's solution](#)

1069.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[SSRS 's solution](#)

1070.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[SSRS 's solution](#)

1071.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[SSRS 's solution](#)

1072.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[SSRS 's solution](#)

1073.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[SSRS 's solution](#)

1074.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[SSRS 's solution](#)

1075.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[SSRS 's solution](#)

1076.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[SSRS 's solution](#)

1077.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

1078.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[SSRS 's solution](#)

1079.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SSRS 's solution](#)

1080.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SSRS 's solution](#)

1081.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,783 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[SSRS 's solution](#)

1082.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings
[SSRS 's solution](#)

1083.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[SSRS 's solution](#)

1084.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[SSRS 's solution](#)

1085.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[SSRS 's solution](#)

1086.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[SSRS 's solution](#)

1087.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS_'s solution](#)

1088.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[SSRS_'s solution](#)

1089.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[SSRS_'s solution](#)

1090.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[SSRS_'s solution](#)

1091.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[SSRS_'s solution](#)

1092.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[SSRS_'s solution](#)

1093.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[SSRS_'s solution](#)

1094.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,171 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SSRS_'s solution](#)

1095.

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

[SSRS_'s solution](#)

1096.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,986 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SSRS_'s solution](#)

1097.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

sortings

[SSRS 's solution](#)

1098.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[SSRS 's solution](#)

1099.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SSRS 's solution](#)

1100.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,051 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[SSRS 's solution](#)

1101.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[SSRS 's solution](#)

1102.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[SSRS 's solution](#)

1103.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,149 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SSRS 's solution](#)

1104.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS 's solution](#)

1105.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[SSRS 's solution](#)

1106.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[SSRS 's solution](#)

1107.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[SSRS 's solution](#)

1108.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[SSRS 's solution](#)

1109.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1110.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

1111.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1112.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[SSRS 's solution](#)

1113.

1551C

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

Quality: 14,540 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[SSRS 's solution](#)

1114.

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

[SSRS 's solution](#)

1115.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1116.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SSRS 's solution](#)

1117.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[SSRS 's solution](#)

1118.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[SSRS_'s solution](#)

1119.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[SSRS_'s solution](#)

1120.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS_'s solution](#)

1121.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS_'s solution](#)

1122.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[SSRS_'s solution](#)

1123.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[SSRS_'s solution](#)

1124.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[SSRS_'s solution](#)

1125.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[SSRS_'s solution](#)

1126.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS_'s solution](#)

1127.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SSRS_'s solution](#)

1128.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SSRS_'s solution](#)

1129.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,418 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[SSRS_'s solution](#)

1130.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-04-06 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SSRS_'s solution](#)

1131.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS_'s solution](#)

1132.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[SSRS_'s solution](#)

1133.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[SSRS_'s solution](#)

1134.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[SSRS_'s solution](#)

1135.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[SSRS_'s solution](#)

1136.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[SSRS_'s solution](#)

1137.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS_'s solution](#)

1138.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SSRS 's solution](#)

1139.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,548 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

1140.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1141.

1466D

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

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[SSRS 's solution](#)

1142.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,448 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[SSRS 's solution](#)

1143.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[SSRS 's solution](#)

1144.

1166C

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

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[SSRS 's solution](#)

1145.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[SSRS 's solution](#)

1146.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SSRS 's solution](#)

1147.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[SSRS 's solution](#)

1148.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SSRS 's solution](#)

1149.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)

1150.

1236B

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

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

1151.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

1152.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

1153.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[SSRS 's solution](#)

1154.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[SSRS 's solution](#)

1155.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[SSRS 's solution](#)

1156.

1265C

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

Rating: 1500 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1157.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[SSRS 's solution](#)

1158.

1299A

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

Quality: 12,549 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS 's solution](#)

1159.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,598 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SSRS 's solution](#)

1160.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SSRS 's solution](#)

1161.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[SSRS 's solution](#)

1162.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS 's solution](#)

1163.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[SSRS 's solution](#)

1164.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

1165.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

1166.

1418C

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

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[SSRS 's solution](#)

1167.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS 's solution](#)

1168.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[SSRS 's solution](#)

1169.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[SSRS 's solution](#)

1170.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[SSRS 's solution](#)

1171.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
[SSRS 's solution](#)

1172.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[SSRS 's solution](#)

1173.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[SSRS 's solution](#)

1174.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[SSRS 's solution](#)

1175.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[SSRS 's solution](#)

1176.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SSRS 's solution](#)

1177.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[SSRS 's solution](#)

1178.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SSRS 's solution](#)

1179.

1368B

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

Quality: 21,417 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SSRS_'s solution](#)

1180.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS_'s solution](#)

1181.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS_'s solution](#)

1182.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[SSRS_'s solution](#)

1183.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SSRS_'s solution](#)

1184.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math

[SSRS_'s solution](#)

1185.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[SSRS_'s solution](#)

1186.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[SSRS_'s solution](#)

1187.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[SSRS_'s solution](#)

1188.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[SSRS_'s solution](#)

1189.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,275 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[SSRS 's solution](#)

1190.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

1191.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[SSRS 's solution](#)

1192.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[SSRS 's solution](#)

1193.

1326D1

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

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

[SSRS 's solution](#)

1194.

1325C

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

Quality: 17,154 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SSRS 's solution](#)

1195.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[SSRS 's solution](#)

1196.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[SSRS 's solution](#)

1197.

1301B

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

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[SSRS 's solution](#)

1198.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1199.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[SSRS 's solution](#)

1200.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[SSRS 's solution](#)

1201.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[SSRS 's solution](#)

1202.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[SSRS 's solution](#)

1203.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[SSRS 's solution](#)

1204.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[SSRS 's solution](#)

1205.

477A

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

Rating: 1600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[SSRS 's solution](#)

1206.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

1207.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

1208.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSRS 's solution](#)

1209.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[SSRS_'s solution](#)

1210.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS_'s solution](#)

1211.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[SSRS_'s solution](#)

1212.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SSRS_'s solution](#)

1213.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[SSRS_'s solution](#)

1214.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[SSRS_'s solution](#)

1215.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[SSRS_'s solution](#)

1216.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,805 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[SSRS_'s solution](#)

1217.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[SSRS_'s solution](#)

1218.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,354 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[SSRS_'s solution](#)

1219.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[SSRS_'s solution](#)

1220.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SSRS_'s solution](#)

1221.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS_'s solution](#)

1222.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,123 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[SSRS_'s solution](#)

1223.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SSRS_'s solution](#)

1224.

1775C

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

Quality: 14,204 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SSRS_'s solution](#)

1225.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS_'s solution](#)

1226.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[SSRS_'s solution](#)

1227.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS_'s solution](#)

1228.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS_'s solution](#)

1229.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[SSRS 's solution](#)

1230.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1231.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SSRS 's solution](#)

1232.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[SSRS 's solution](#)

1233.

1722E

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

Quality: 13,364 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[SSRS 's solution](#)

1234.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[SSRS 's solution](#)

1235.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[SSRS 's solution](#)

1236.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[SSRS 's solution](#)

1237.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[SSRS 's solution](#)

1238.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[SSRS 's solution](#)

1239.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SSRS 's solution](#)

1240.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

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

[SSRS 's solution](#)

1241.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[SSRS 's solution](#)

1242.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[SSRS 's solution](#)

1243.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,657 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[SSRS 's solution](#)

1244.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSRS 's solution](#)

1245.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[SSRS 's solution](#)

1246.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[SSRS 's solution](#)

1247.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SSRS 's solution](#)

1248.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[SSRS 's solution](#)

1249.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,002 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SSRS 's solution](#)

1250.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,687 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1251.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[SSRS 's solution](#)

1252.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

1253.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SSRS 's solution](#)

1254.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[SSRS 's solution](#)

1255.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1256.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[SSRS 's solution](#)

1257.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

1258.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1259.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1260.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS_'s solution](#)

1261.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

1262.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[SSRS_'s solution](#)

1263.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[SSRS_'s solution](#)

1264.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SSRS_'s solution](#)

1265.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[SSRS_'s solution](#)

1266.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[SSRS_'s solution](#)

1267.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[SSRS_'s solution](#)

1268.

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

[SSRS_'s solution](#)

1269.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[SSRS_'s solution](#)

1270.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings
[SSRS 's solution](#)

1271.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[SSRS 's solution](#)

1272.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[SSRS 's solution](#)

1273.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[SSRS 's solution](#)

1274.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[SSRS 's solution](#)

1275.

1526C2

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

Quality: 29,723 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[SSRS 's solution](#)

1276.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[SSRS 's solution](#)

1277.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,975 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
[SSRS 's solution](#)

1278.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[SSRS 's solution](#)

1279.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[SSRS 's solution](#)

1280.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, strings

[SSRS 's solution](#)

1281.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[SSRS 's solution](#)

1282.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[SSRS 's solution](#)

1283.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

1284.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[SSRS 's solution](#)

1285.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SSRS 's solution](#)

1286.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1287.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,676 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[SSRS 's solution](#)

1288.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SSRS 's solution](#)

1289.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[SSRS 's solution](#)

1290.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSRS 's solution](#)

1291.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SSRS 's solution](#)

1292.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[SSRS 's solution](#)

1293.

1475E

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[SSRS 's solution](#)

1294.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings

[SSRS 's solution](#)

1295.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SSRS 's solution](#)

1296.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

1297.

1295C

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

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SSRS 's solution](#)

1298.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,777 global accepts · Rating: 1600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[SSRS 's solution](#)

1299.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[SSRS 's solution](#)

1300.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,603 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

1301.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,290 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1302.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[SSRS 's solution](#)

1303.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SSRS 's solution](#)

1304.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

1305.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[SSRS 's solution](#)

1306.

1437D

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

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[SSRS 's solution](#)

1307.

1261B1

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

Rating: 1600 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS 's solution](#)

1308.

793B

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1309.

1006E

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1310.

1003D

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1311.

1407C

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1312.

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1313.

605A

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607A

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1389B

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1322.

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1325.

741A

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1326.

1371D

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1327.

1374E1

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1328.

1373D

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1329.

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1332.

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1334.

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1700C

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1670D

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Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[SSRS_'s solution](#)

1405.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[SSRS_'s solution](#)

1406.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[SSRS_'s solution](#)

1407.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[SSRS_'s solution](#)

1408.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,943 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

1409.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[SSRS_'s solution](#)

1410.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS_'s solution](#)

1411.

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[SSRS_'s solution](#)

1412.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[SSRS_'s solution](#)

1413.

1618E

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Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

1414.

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

[SSRS_'s solution](#)

1415.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[SSRS_'s solution](#)

1416.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS_'s solution](#)

1417.

1586C

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

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

[SSRS_'s solution](#)

1418.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[SSRS_'s solution](#)

1419.

1594D

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Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[SSRS_'s solution](#)

1420.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[SSRS_'s solution](#)

1421.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SSRS_'s solution](#)

1422.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SSRS_'s solution](#)

1423.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

1424.

1579F

[Array Stabilization \(AND version\) · Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[SSRS 's solution](#)

1425.

765D

[Artsem and Saunders · Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math

[SSRS 's solution](#)

1426.

1314A

[Recommendations · Tutorial](#)

Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

1427.

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

[SSRS 's solution](#)

1428.

1554B

[Cobb · Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[SSRS 's solution](#)

1429.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1430.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[SSRS 's solution](#)

1431.

896A

[Nephren gives a riddle · Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar

[SSRS 's solution](#)

1432.

917B

[MADMAX · Tutorial](#)

Quality: 4,002 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[SSRS 's solution](#)

1433.

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

[SSRS 's solution](#)

1434.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[SSRS 's solution](#)

1435.

1538D

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

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

1436.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

1437.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[SSRS 's solution](#)

1438.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[SSRS 's solution](#)

1439.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[SSRS 's solution](#)

1440.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[SSRS 's solution](#)

1441.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[SSRS 's solution](#)

1442.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SSRS 's solution](#)

1443.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SSRS 's solution](#)

1444.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[SSRS 's solution](#)

1445.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[SSRS 's solution](#)

1446.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SSRS 's solution](#)

1447.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[SSRS 's solution](#)

1448.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu

[SSRS 's solution](#)

1449.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[SSRS 's solution](#)

1450.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[SSRS 's solution](#)

1451.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[SSRS 's solution](#)

1452.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[SSRS 's solution](#)

1453.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SSRS 's solution](#)

1454.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSRS 's solution](#)

1455.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[SSRS 's solution](#)

1456.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[SSRS 's solution](#)

1457.

1472E

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

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[SSRS 's solution](#)

1458.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSRS 's solution](#)

1459.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[SSRS 's solution](#)

1460.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SSRS 's solution](#)

1461.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[SSRS 's solution](#)

1462.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[SSRS 's solution](#)

1463.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[SSRS 's solution](#)

1464.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[SSRS 's solution](#)

1465.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1466.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,389 global accepts · Rating: 1700 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SSRS 's solution](#)

1467.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[SSRS 's solution](#)

1468.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[SSRS 's solution](#)

1469.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

1470.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS 's solution](#)

1471.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[SSRS 's solution](#)

1472.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SSRS 's solution](#)

1473.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[SSRS 's solution](#)

1474.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

1475.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[SSRS 's solution](#)

1476.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1477.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SSRS 's solution](#)

1478.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1479.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[SSRS 's solution](#)

1480.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[SSRS 's solution](#)

1481.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,695 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS 's solution](#)

1482.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SSRS 's solution](#)

1483.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1484.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[SSRS 's solution](#)

1485.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SSRS 's solution](#)

1486.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SSRS 's solution](#)

1487.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[SSRS 's solution](#)

1488.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[SSRS 's solution](#)

1489.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[SSRS 's solution](#)

1490.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[SSRS 's solution](#)

1491.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS 's solution](#)

1492.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[SSRS 's solution](#)

1493.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

1494.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,654 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SSRS 's solution](#)

1495.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1496.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,815 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[SSRS 's solution](#)

1497.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[SSRS 's solution](#)

1498.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[SSRS 's solution](#)

1499.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SSRS 's solution](#)

1500.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings

[SSRS 's solution](#)

1501.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SSRS 's solution](#)

1502.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[SSRS 's solution](#)

1503.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SSRS 's solution](#)

1504.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[SSRS 's solution](#)

1505.

1343D

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

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[SSRS 's solution](#)

1506.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[SSRS_'s solution](#)

1507.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[SSRS_'s solution](#)

1508.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SSRS_'s solution](#)

1509.

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

[SSRS_'s solution](#)

1510.

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

[SSRS_'s solution](#)

1511.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

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

[SSRS_'s solution](#)

1512.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[SSRS_'s solution](#)

1513.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS_'s solution](#)

1514.

1301C

[Ayoub's function](#) · [Tutorial](#)

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

[SSRS_'s solution](#)

1515.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[SSRS_'s solution](#)

1516.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

1517.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[SSRS 's solution](#)

1518.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1519.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

1520.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1521.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities

[SSRS 's solution](#)

1522.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[SSRS 's solution](#)

1523.

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

[SSRS 's solution](#)

1524.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[SSRS 's solution](#)

1525.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[SSRS 's solution](#)

1526.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,714 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[SSRS 's solution](#)

1527.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[SSRS 's solution](#)

1528.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSRS 's solution](#)

1529.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[SSRS 's solution](#)

1530.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[SSRS 's solution](#)

1531.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1532.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[SSRS 's solution](#)

1533.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[SSRS 's solution](#)

1534.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SSRS 's solution](#)

1535.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,418 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[SSRS 's solution](#)

1536.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[SSRS 's solution](#)

1537.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[SSRS 's solution](#)

1538.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1539.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[SSRS 's solution](#)

1540.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[SSRS 's solution](#)

1541.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[SSRS 's solution](#)

1542.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,346 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[SSRS 's solution](#)

1543.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[SSRS 's solution](#)

1544.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SSRS 's solution](#)

1545.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

1546.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SSRS_'s solution](#)

1547.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[SSRS_'s solution](#)

1548.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[SSRS_'s solution](#)

1549.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[SSRS_'s solution](#)

1550.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[SSRS_'s solution](#)

1551.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[SSRS_'s solution](#)

1552.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[SSRS_'s solution](#)

1553.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[SSRS_'s solution](#)

1554.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[SSRS_'s solution](#)

1555.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[SSRS 's solution](#)

1556.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1557.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[SSRS 's solution](#)

1558.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[SSRS 's solution](#)

1559.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[SSRS 's solution](#)

1560.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1561.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[SSRS 's solution](#)

1562.

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

[SSRS 's solution](#)

1563.

1291D

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

Rating: 1800 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[SSRS 's solution](#)

1564.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[SSRS 's solution](#)

1565.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SSRS 's solution](#)

1566.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS 's solution](#)

1567.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, graphs

[SSRS 's solution](#)

1568.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[SSRS 's solution](#)

1569.

1666C

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

Quality: 3,700 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[SSRS 's solution](#)

1570.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[SSRS 's solution](#)

1571.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[SSRS 's solution](#)

1572.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[SSRS 's solution](#)

1573.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[SSRS 's solution](#)

1574.

1619D

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

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SSRS 's solution](#)

1575.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[SSRS 's solution](#)

1576.

1617D1

[Too Many Impostors \(easy version\) · Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[SSRS 's solution](#)

1577.

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[SSRS 's solution](#)

1578.

1280B

[Beingawesomeism · Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1579.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[SSRS 's solution](#)

1580.

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

[SSRS 's solution](#)

1581.

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[SSRS 's solution](#)

1582.

1572A

[Book · Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[SSRS 's solution](#)

1583.

913D

[Too Easy Problems · Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[SSRS 's solution](#)

1584.

1556D

[Take a Guess · Tutorial](#)

Quality: 8,587 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SSRS 's solution](#)

1585.

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

[SSRS 's solution](#)

1586.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[SSRS_'s solution](#)

1587.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings

[SSRS_'s solution](#)

1588.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[SSRS_'s solution](#)

1589.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[SSRS_'s solution](#)

1590.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SSRS_'s solution](#)

1591.

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

[SSRS_'s solution](#)

1592.

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

[SSRS_'s solution](#)

1593.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[SSRS_'s solution](#)

1594.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[SSRS_'s solution](#)

1595.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive,

trees

[SSRS 's solution](#)

1596.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[SSRS 's solution](#)

1597.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[SSRS 's solution](#)

1598.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[SSRS 's solution](#)

1599.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[SSRS 's solution](#)

1600.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

1601.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,508 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[SSRS 's solution](#)

1602.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[SSRS 's solution](#)

1603.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,574 global accepts · Rating: 1800 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[SSRS 's solution](#)

1604.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, strings

[SSRS 's solution](#)

1605.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

1606.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[SSRS 's solution](#)

1607.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

1608.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1800 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

1609.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[SSRS 's solution](#)

1610.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,438 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers

[SSRS 's solution](#)

1611.

1053A

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

Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SSRS 's solution](#)

1612.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[SSRS 's solution](#)

1613.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1614.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[SSRS 's solution](#)

1615.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[SSRS 's solution](#)

1616.

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1617.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SSRS 's solution](#)

1618.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[SSRS 's solution](#)

1619.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[SSRS 's solution](#)

1620.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

1621.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[SSRS 's solution](#)

1622.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[SSRS 's solution](#)

1623.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS 's solution](#)

1624.

1261B2

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

Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[SSRS 's solution](#)

1625.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SSRS 's solution](#)

1626.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[SSRS 's solution](#)

1627.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[SSRS 's solution](#)

1628.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS 's solution](#)

1629.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[SSRS 's solution](#)

1630.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[SSRS 's solution](#)

1631.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[SSRS 's solution](#)

1632.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[SSRS 's solution](#)

1633.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[SSRS 's solution](#)

1634.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[SSRS 's solution](#)

1635.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SSRS 's solution](#)

1636.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[SSRS 's solution](#)

1637.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[SSRS 's solution](#)

1638.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[SSRS 's solution](#)

1639.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[SSRS 's solution](#)

1640.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[SSRS 's solution](#)

1641.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[SSRS 's solution](#)

1642.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, greedy, implementation
[SSRS 's solution](#)

1643.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SSRS 's solution](#)

1644.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SSRS 's solution](#)

1645.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[SSRS 's solution](#)

1646.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[SSRS 's solution](#)

1647.

1367D

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

Quality: 8,807 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SSRS 's solution](#)

1648.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

1649.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[SSRS 's solution](#)

1650.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1651.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SSRS 's solution](#)

1652.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[SSRS 's solution](#)

1653.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SSRS 's solution](#)

1654.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math

[SSRS 's solution](#)

1655.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[SSRS 's solution](#)

1656.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

1657.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[SSRS 's solution](#)

1658.

1334D

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

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

[SSRS 's solution](#)

1659.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SSRS 's solution](#)

1660.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SSRS 's solution](#)

1661.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[SSRS 's solution](#)

1662.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

1663.

1326D2

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

Quality: 11,753 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[SSRS 's solution](#)

1664.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[SSRS 's solution](#)

1665.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

1666.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, sortings

[SSRS 's solution](#)

1667.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math

[SSRS 's solution](#)

1668.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp

[SSRS 's solution](#)

1669.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

1670.

477B

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

Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[SSRS 's solution](#)

1671.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[SSRS 's solution](#)

1672.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSRS 's solution](#)

1673.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[SSRS 's solution](#)

1674.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[SSRS 's solution](#)

1675.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[SSRS 's solution](#)

1676.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[SSRS 's solution](#)

1677.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[SSRS_'s solution](#)

1678.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[SSRS_'s solution](#)

1679.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SSRS_'s solution](#)

1680.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[SSRS_'s solution](#)

1681.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[SSRS_'s solution](#)

1682.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[SSRS_'s solution](#)

1683.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[SSRS_'s solution](#)

1684.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[SSRS_'s solution](#)

1685.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SSRS_'s solution](#)

1686.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[SSRS_'s solution](#)

1687.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[SSRS_'s solution](#)

1688.

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS_'s solution](#)

1689.

1785B

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[SSRS_'s solution](#)

1690.

1787D

[Game on Axis · Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[SSRS_'s solution](#)

1691.

1777D

[Score of a Tree · Tutorial](#)

Quality: 4,687 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[SSRS_'s solution](#)

1692.

1774E

[Two Chess Pieces · Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SSRS_'s solution](#)

1693.

1759G

[Restore the Permutation · Tutorial](#)

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1738D

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1739D

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1717D

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1715D

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1718A2

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1704D

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1701D

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1700D

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1697D

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1689D

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1677C

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1661D

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1656D

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1651D

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1720.

1650E

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1740.

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803D

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1105D

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1758.

1153D

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1133F2

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1463D

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1763.

1181C

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1453D

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1765.

1439A2

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1768.

1242B

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1434A

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1428D

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1773.

1265D

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1778.

1404B

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1779.

1400D

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1780.

650B

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1784.

653C

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1785.

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700A

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1789.

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1790.

722D

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1791.

1371E1

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1792.

739B

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1793.

744B

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1794.

1369D

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1795.

1367E

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1796.

1365E

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1797.

1361B

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[SSRS 's solution](#)

1798.

1043E

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1799.

959E

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1800.

959D

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1801.

1172B

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1802.

1358D

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1803.

702D

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1804.

1360G

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1805.

1354D

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1806.

1353E

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1807.

1348D

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1808.

1342D

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1809.

930C

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1810.

965D

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[SSRS 's solution](#)

1811.

1328E

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[SSRS 's solution](#)

1812.

1305D

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1813.

963B

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1814.

2073J

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1815.

1198C

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[SSRS 's solution](#)

1816.

555B

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[SSRS 's solution](#)

1817.

360B

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[SSRS 's solution](#)

1818.

251C

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1819.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

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1820.

504B

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[SSRS 's solution](#)

1821.

1889C1

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

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1822.

1867E1

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[SSRS 's solution](#)

1823.

1872G

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[SSRS 's solution](#)

1824.

1862G

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Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

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1825.

1857G

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[SSRS 's solution](#)

1826.

1851G

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[SSRS 's solution](#)

1827.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[SSRS 's solution](#)

1828.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SSRS_'s solution](#)

1829.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[SSRS_'s solution](#)

1830.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[SSRS_'s solution](#)

1831.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SSRS_'s solution](#)

1832.

1788D

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Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[SSRS_'s solution](#)

1833.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSRS_'s solution](#)

1834.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[SSRS_'s solution](#)

1835.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[SSRS_'s solution](#)

1836.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[SSRS_'s solution](#)

1837.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS_'s solution](#)

1838.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SSRS 's solution](#)

1839.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[SSRS 's solution](#)

1840.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[SSRS 's solution](#)

1841.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

1842.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[SSRS 's solution](#)

1843.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[SSRS 's solution](#)

1844.

1718B

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Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[SSRS 's solution](#)

1845.

1712D

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Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[SSRS 's solution](#)

1846.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

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1847.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[SSRS 's solution](#)

1848.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

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1849.

1696E

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Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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1850.

1690G

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1851.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[SSRS 's solution](#)

1852.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

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1853.

1674G

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Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[SSRS 's solution](#)

1854.

1674E

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Quality: 7,303 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[SSRS 's solution](#)

1855.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SSRS 's solution](#)

1856.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[SSRS 's solution](#)

1857.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[SSRS 's solution](#)

1858.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,213 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[SSRS 's solution](#)

1859.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[SSRS 's solution](#)

1860.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[SSRS 's solution](#)

1861.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[SSRS 's solution](#)

1862.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[SSRS 's solution](#)

1863.

1634D

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Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[SSRS 's solution](#)

1864.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
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1865.

1624F

[Interactive 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
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1866.

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
[SSRS 's solution](#)

1867.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SSRS 's solution](#)

1868.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[SSRS 's solution](#)

1869.

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[SSRS 's solution](#)

1870.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SSRS 's solution](#)

1871.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSRS 's solution](#)

1872.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SSRS 's solution](#)

1873.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SSRS 's solution](#)

1874.

1612E

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Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[SSRS 's solution](#)

1875.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SSRS 's solution](#)

1876.

1588B

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Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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1877.

1582E

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Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SSRS 's solution](#)

1878.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[SSRS 's solution](#)

1879.

1574D

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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

[SSRS 's solution](#)

1880.

1567D

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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

[SSRS 's solution](#)

1881.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

1882.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[SSRS 's solution](#)

1883.

896B

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Quality: 2,297 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[SSRS 's solution](#)

1884.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS 's solution](#)

1885.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[SSRS 's solution](#)

1886.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[SSRS 's solution](#)

1887.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings

[SSRS 's solution](#)

1888.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[SSRS 's solution](#)

1889.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[SSRS 's solution](#)

1890.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[SSRS 's solution](#)

1891.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[SSRS 's solution](#)

1892.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[SSRS 's solution](#)

1893.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[SSRS 's solution](#)

1894.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SSRS 's solution](#)

1895.

1294F

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

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SSRS 's solution](#)

1896.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[SSRS 's solution](#)

1897.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[SSRS 's solution](#)

1898.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[SSRS_'s solution](#)

1899.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[SSRS_'s solution](#)

1900.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[SSRS_'s solution](#)

1901.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[SSRS_'s solution](#)

1902.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SSRS_'s solution](#)

1903.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[SSRS_'s solution](#)

1904.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[SSRS_'s solution](#)

1905.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS_'s solution](#)

1906.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[SSRS_'s solution](#)

1907.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[SSRS_'s solution](#)

1908.

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SSRS 's solution](#)

1909.

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,624 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[SSRS 's solution](#)

1910.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[SSRS 's solution](#)

1911.

1244E

[Minimizing Difference · Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[SSRS 's solution](#)

1912.

1244C

[The Football Season · Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

1913.

516B

[Brazil and Tiles · Tutorial](#)

Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[SSRS 's solution](#)

1914.

668D

[Little Artem and Time Machine · Tutorial](#)

Rating: 2000 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

1915.

871B

[Something with XOR Queries · Tutorial](#)

Rating: 2000 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, interactive

[SSRS 's solution](#)

1916.

1427D

[Unshuffling a Deck · Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)

1917.

1427C

[The Hard Work of Papparazzi · Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

1918.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[SSRS 's solution](#)

1919.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[SSRS 's solution](#)

1920.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[SSRS 's solution](#)

1921.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

1922.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

1923.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[SSRS 's solution](#)

1924.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[SSRS 's solution](#)

1925.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[SSRS 's solution](#)

1926.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SSRS 's solution](#)

1927.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[SSRS 's solution](#)

1928.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SSRS 's solution](#)

1929.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[SSRS 's solution](#)

1930.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

1931.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[SSRS 's solution](#)

1932.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,035 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS 's solution](#)

1933.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[SSRS 's solution](#)

1934.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[SSRS 's solution](#)

1935.

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[SSRS 's solution](#)

1936.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[SSRS 's solution](#)

1937.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[SSRS 's solution](#)

1938.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SSRS 's solution](#)

1939.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

1940.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[SSRS 's solution](#)

1941.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[SSRS 's solution](#)

1942.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[SSRS 's solution](#)

1943.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS 's solution](#)

1944.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[SSRS 's solution](#)

1945.

1301D

[Time to Run](#) · [Tutorial](#)

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

[SSRS 's solution](#)

1946.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[SSRS 's solution](#)

1947.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[SSRS 's solution](#)

1948.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[SSRS 's solution](#)

1949.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[SSRS 's solution](#)

1950.

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

[SSRS 's solution](#)

1951.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[SSRS 's solution](#)

1952.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[SSRS 's solution](#)

1953.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[SSRS 's solution](#)

1954.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[SSRS 's solution](#)

1955.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[SSRS 's solution](#)

1956.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[SSRS 's solution](#)

1957.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[SSRS 's solution](#)

1958.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[SSRS 's solution](#)

1959.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[SSRS 's solution](#)

1960.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[SSRS 's solution](#)

1961.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[SSRS 's solution](#)

1962.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[SSRS 's solution](#)

1963.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[SSRS 's solution](#)

1964.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[SSRS 's solution](#)

1965.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[SSRS 's solution](#)

1966.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[SSRS 's solution](#)

1967.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[SSRS 's solution](#)

1968.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SSRS 's solution](#)

1969.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[SSRS 's solution](#)

1970.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

1971.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SSRS 's solution](#)

1972.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[SSRS 's solution](#)

1973.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SSRS 's solution](#)

1974.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS 's solution](#)

1975.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SSRS 's solution](#)

1976.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[SSRS 's solution](#)

1977.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[SSRS 's solution](#)

1978.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[SSRS 's solution](#)

1979.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[SSRS 's solution](#)

1980.

1729G

[Cut Substrings](#) · [Tutorial](#)

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1981.

1725F

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1982.

1710B

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1983.

1684E

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1984.

1671E

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1985.

1667B

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1986.

1666J

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1987.

1660F2

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1988.

1654D

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1989.

776E

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1990.

1650G

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1991.

1628D1

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1992.

1626D

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1993.

1621D

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1994.

1614D1

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1995.

1605D

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1996.

1606E

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1997.

1593F

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1998.

1598E

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1999.

1599H

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2000.

1575L

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2001.

768E

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2002.

1555E

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2003.

1551D2

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2004.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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2005.

1530E

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2006.

1547G

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2007.

348B

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2008.

354C

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2009.

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

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2010.

1538E

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2011.

1525E

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2012.

1516D

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2013.

1511E

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2014.

797D

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2015.

1510G

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2016.

1510D

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2017.

1483C

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2018.

1499D

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2019.

1493D

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2020.

985E

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2021.

985D

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2022.

1098B

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1486D

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2024.

1106E

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2025.

1479B2

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2026.

1216F

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2027.

1152D

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2028.

1472F

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2029.

1472G

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2030.

1466F

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2031.

1158C

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2032.

1464B

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2033.

1166E

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2034.

1450C1

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2035.

1454F

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2036.

484B

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2037.

1446C

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2038.

1204D2

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2040.

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1265E

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2044.

793D

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2045.

1299C

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2046.

1006F

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1420C2

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988F

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2049.

988E

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2050.

1003E

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2051.

1419E

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587B

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1418D

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590B

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1409F

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1393D

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2058.

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2059.

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2060.

1387A

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2061.

1372D

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1370E

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1367F1

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2065.

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2066.

955C

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1365F

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827C

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2069.

702E

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2070.

1360H

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2071.

840B

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1355E

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2075.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[SSRS 's solution](#)

2076.

1333D

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Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

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2077.

1332E

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Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

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2078.

425B

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Quality: 1,412 global accepts · Rating: 2200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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2079.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees
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2080.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2081.

559C

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Quality: 8,094 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
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2082.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
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2083.

555C

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Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
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2084.

477C

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Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp
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2085.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
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2086.

1907G

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Quality: 2,336 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
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2087.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
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2088.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
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2089.

1848D

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Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

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2090.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

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2091.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[SSRS 's solution](#)

2092.

1837E

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Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[SSRS 's solution](#)

2093.

1832E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[SSRS 's solution](#)

2094.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[SSRS 's solution](#)

2095.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SSRS 's solution](#)

2096.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[SSRS 's solution](#)

2097.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[SSRS 's solution](#)

2098.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SSRS 's solution](#)

2099.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp
[SSRS_'s solution](#)

2100.

1785C

[Monsters \(hard version\) · Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS_'s solution](#)

2101.

1777E

[Edge Reverse · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[SSRS_'s solution](#)

2102.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[SSRS_'s solution](#)

2103.

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[SSRS_'s solution](#)

2104.

1765F

[Chemistry Lab · Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[SSRS_'s solution](#)

2105.

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[SSRS_'s solution](#)

2106.

901B

[GCD of Polynomials · Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

2107.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[SSRS_'s solution](#)

2108.

1736D

[Equal Binary Subsequences · Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[SSRS_'s solution](#)

2109.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[SSRS 's solution](#)

2110.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[SSRS 's solution](#)

2111.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

2112.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[SSRS 's solution](#)

2113.

1704E

[Count Seconds](#) · [Tutorial](#)

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

[SSRS 's solution](#)

2114.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[SSRS 's solution](#)

2115.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SSRS 's solution](#)

2116.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, strings

[SSRS 's solution](#)

2117.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[SSRS 's solution](#)

2118.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[SSRS 's solution](#)

2119.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[SSRS 's solution](#)

2120.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[SSRS 's solution](#)

2121.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SSRS 's solution](#)

2122.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SSRS 's solution](#)

2123.

1666I

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

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

[SSRS 's solution](#)

2124.

1666F

[Fancy Stack](#) · [Tutorial](#)

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

[SSRS 's solution](#)

2125.

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

[SSRS 's solution](#)

2126.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[SSRS 's solution](#)

2127.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SSRS 's solution](#)

2128.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SSRS 's solution](#)

2129.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SSRS 's solution](#)

2130.

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

[SSRS 's solution](#)

2131.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[SSRS 's solution](#)

2132.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[SSRS 's solution](#)

2133.

1622E

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Quality: 2,243 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[SSRS 's solution](#)

2134.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[SSRS 's solution](#)

2135.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[SSRS 's solution](#)

2136.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[SSRS 's solution](#)

2137.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

2138.

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

[SSRS 's solution](#)

2139.

1593G

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Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy

[SSRS 's solution](#)

2140.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

2141.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

2142.

1575H

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

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SSRS 's solution](#)

2143.

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[SSRS 's solution](#)

2144.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2145.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[SSRS 's solution](#)

2146.

1567E

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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

[SSRS 's solution](#)

2147.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS 's solution](#)

2148.

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

[SSRS 's solution](#)

2149.

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

[SSRS 's solution](#)

2150.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SSRS 's solution](#)

2151.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[SSRS 's solution](#)

2152.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSRS 's solution](#)

2153.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[SSRS 's solution](#)

2154.

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

[SSRS 's solution](#)

2155.

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

[SSRS 's solution](#)

2156.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[SSRS 's solution](#)

2157.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[SSRS 's solution](#)

2158.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[SSRS 's solution](#)

2159.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[SSRS 's solution](#)

2160.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[SSRS 's solution](#)

2161.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[SSRS 's solution](#)

2162.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2163.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[SSRS 's solution](#)

2164.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[SSRS 's solution](#)

2165.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[SSRS 's solution](#)

2166.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[SSRS 's solution](#)

2167.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[SSRS 's solution](#)

2168.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[SSRS 's solution](#)

2169.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[SSRS_'s solution](#)

2170.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[SSRS_'s solution](#)

2171.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[SSRS_'s solution](#)

2172.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[SSRS_'s solution](#)

2173.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[SSRS_'s solution](#)

2174.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SSRS_'s solution](#)

2175.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SSRS_'s solution](#)

2176.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SSRS_'s solution](#)

2177.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,231 global accepts · Rating: 2200 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[SSRS_'s solution](#)

2178.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[SSRS_'s solution](#)

2179.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2180.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[SSRS 's solution](#)

2181.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[SSRS 's solution](#)

2182.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

2183.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS 's solution](#)

2184.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[SSRS 's solution](#)

2185.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[SSRS 's solution](#)

2186.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[SSRS 's solution](#)

2187.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[SSRS 's solution](#)

2188.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[SSRS 's solution](#)

2189.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[SSRS 's solution](#)

2190.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[SSRS 's solution](#)

2191.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[SSRS 's solution](#)

2192.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[SSRS 's solution](#)

2193.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[SSRS 's solution](#)

2194.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
[SSRS 's solution](#)

2195.

1428E

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

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[SSRS 's solution](#)

2196.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[SSRS 's solution](#)

2197.

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[SSRS 's solution](#)

2198.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings
[SSRS 's solution](#)

2199.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SSRS 's solution](#)

2200.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[SSRS 's solution](#)

2201.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[SSRS 's solution](#)

2202.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[SSRS 's solution](#)

2203.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[SSRS 's solution](#)

2204.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[SSRS 's solution](#)

2205.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[SSRS 's solution](#)

2206.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SSRS 's solution](#)

2207.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[SSRS 's solution](#)

2208.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[SSRS 's solution](#)

2209.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[SSRS 's solution](#)

2210.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[SSRS 's solution](#)

2211.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS 's solution](#)

2212.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSRS 's solution](#)

2213.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[SSRS 's solution](#)

2214.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[SSRS 's solution](#)

2215.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, sortings

[SSRS 's solution](#)

2216.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[SSRS 's solution](#)

2217.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees

[SSRS 's solution](#)

2218.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[SSRS 's solution](#)

2219.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[SSRS 's solution](#)

2220.

1140E

[Palindrome-less Arrays](#) · Tutorial

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[SSRS 's solution](#)

2221.

1335F

[Robots on a Grid](#) · Tutorial

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[SSRS 's solution](#)

2222.

1338C

[Perfect Triples](#) · Tutorial

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[SSRS 's solution](#)

2223.

962E

[Byteland, Berland and Disputed Cities](#) · Tutorial

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

2224.

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
[SSRS 's solution](#)

2225.

965E

[Short Code](#) · Tutorial

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees
[SSRS 's solution](#)

2226.

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
[SSRS 's solution](#)

2227.

1305E

[Kuroni and the Score Distribution](#) · Tutorial

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[SSRS 's solution](#)

2228.

425C

[Sereja and Two Sequences](#) · Tutorial

Quality: 983 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[SSRS 's solution](#)

2229.

425D

[Sereja and Squares](#) · Tutorial

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing
[SSRS 's solution](#)

2230.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS 's solution](#)

2231.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSRS 's solution](#)

2232.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[SSRS 's solution](#)

2233.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2234.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SSRS 's solution](#)

2235.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[SSRS 's solution](#)

2236.

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

[SSRS 's solution](#)

2237.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[SSRS 's solution](#)

2238.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[SSRS 's solution](#)

2239.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[SSRS 's solution](#)

2240.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

2241.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSRS 's solution](#)

2242.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[SSRS 's solution](#)

2243.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[SSRS 's solution](#)

2244.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS 's solution](#)

2245.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[SSRS 's solution](#)

2246.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[SSRS 's solution](#)

2247.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[SSRS 's solution](#)

2248.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[SSRS 's solution](#)

2249.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[SSRS 's solution](#)

2250.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[SSRS_'s solution](#)

2251.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[SSRS_'s solution](#)

2252.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[SSRS_'s solution](#)

2253.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[SSRS_'s solution](#)

2254.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[SSRS_'s solution](#)

2255.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SSRS_'s solution](#)

2256.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[SSRS_'s solution](#)

2257.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[SSRS_'s solution](#)

2258.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[SSRS_'s solution](#)

2259.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and

similar, dsu, graphs, two pointers

[SSRS_'s solution](#)

2260.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[SSRS_'s solution](#)

2261.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[SSRS_'s solution](#)

2262.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[SSRS_'s solution](#)

2263.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,720 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

[SSRS_'s solution](#)

2264.

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

[SSRS_'s solution](#)

2265.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS_'s solution](#)

2266.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SSRS_'s solution](#)

2267.

1693C

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

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

[SSRS_'s solution](#)

2268.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[SSRS_'s solution](#)

2269.

1681F

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

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[SSRS 's solution](#)

2270.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2271.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[SSRS 's solution](#)

2272.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[SSRS 's solution](#)

2273.

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

[SSRS 's solution](#)

2274.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[SSRS 's solution](#)

2275.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[SSRS 's solution](#)

2276.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[SSRS 's solution](#)

2277.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[SSRS 's solution](#)

2278.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[SSRS 's solution](#)

2279.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[SSRS 's solution](#)

2280.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SSRS 's solution](#)

2281.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[SSRS 's solution](#)

2282.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[SSRS 's solution](#)

2283.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[SSRS 's solution](#)

2284.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[SSRS 's solution](#)

2285.

1575I

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

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SSRS 's solution](#)

2286.

1575B

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

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[SSRS 's solution](#)

2287.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[SSRS 's solution](#)

2288.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[SSRS 's solution](#)

2289.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number

theory

[SSRS_'s solution](#)

2290.

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

[SSRS_'s solution](#)

2291.

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

[SSRS_'s solution](#)

2292.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[SSRS_'s solution](#)

2293.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[SSRS_'s solution](#)

2294.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[SSRS_'s solution](#)

2295.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[SSRS_'s solution](#)

2296.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSRS_'s solution](#)

2297.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[SSRS_'s solution](#)

2298.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SSRS_'s solution](#)

2299.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[SSRS 's solution](#)

2300.

808G

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

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[SSRS 's solution](#)

2301.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[SSRS 's solution](#)

2302.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[SSRS 's solution](#)

2303.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[SSRS 's solution](#)

2304.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SSRS 's solution](#)

2305.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SSRS 's solution](#)

2306.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[SSRS 's solution](#)

2307.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[SSRS 's solution](#)

2308.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[SSRS 's solution](#)

2309.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

2310.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[SSRS 's solution](#)**2311.**

1451E2

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

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SSRS 's solution](#)**2312.**

1204E

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

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SSRS 's solution](#)**2313.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSRS 's solution](#)**2314.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[SSRS 's solution](#)**2315.**

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SSRS 's solution](#)**2316.**

1245F

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

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[SSRS 's solution](#)**2317.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths

[SSRS 's solution](#)**2318.**

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SSRS 's solution](#)**2319.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[SSRS 's solution](#)

2320.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[SSRS 's solution](#)**2321.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[SSRS 's solution](#)**2322.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, sortings

[SSRS 's solution](#)**2323.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)**2324.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)**2325.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2020-06-26 · last AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[SSRS 's solution](#)**2326.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[SSRS 's solution](#)**2327.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[SSRS 's solution](#)**2328.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[SSRS 's solution](#)**2329.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[SSRS 's solution](#)

2330.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[SSRS 's solution](#)

2331.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[SSRS 's solution](#)

2332.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[SSRS 's solution](#)

2333.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[SSRS 's solution](#)

2334.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2335.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[SSRS 's solution](#)

2336.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[SSRS 's solution](#)

2337.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

2338.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[SSRS 's solution](#)

2339.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[SSRS 's solution](#)

2340.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[SSRS_'s solution](#)

2341.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[SSRS_'s solution](#)

2342.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[SSRS_'s solution](#)

2343.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[SSRS_'s solution](#)

2344.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[SSRS_'s solution](#)

2345.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[SSRS_'s solution](#)

2346.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SSRS_'s solution](#)

2347.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[SSRS_'s solution](#)

2348.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[SSRS_'s solution](#)

2349.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[SSRS_'s solution](#)

2350.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[SSRS_'s solution](#)

2351.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[SSRS_'s solution](#)

2352.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[SSRS_'s solution](#)

2353.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SSRS_'s solution](#)

2354.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSRS_'s solution](#)

2355.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,735 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[SSRS_'s solution](#)

2356.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[SSRS_'s solution](#)

2357.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[SSRS_'s solution](#)

2358.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SSRS_'s solution](#)

2359.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[SSRS_'s solution](#)

2360.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[SSRS_'s solution](#)

2361.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[SSRS_'s solution](#)

2362.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[SSRS_'s solution](#)

2363.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[SSRS_'s solution](#)

2364.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[SSRS_'s solution](#)

2365.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[SSRS_'s solution](#)

2366.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[SSRS_'s solution](#)

2367.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SSRS_'s solution](#)

2368.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[SSRS_'s solution](#)

2369.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[SSRS_'s solution](#)

2370.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[SSRS_'s solution](#)

2371.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SSRS_'s solution](#)

2372.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SSRS_'s solution](#)

2373.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[SSRS_'s solution](#)

2374.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[SSRS_'s solution](#)

2375.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[SSRS_'s solution](#)

2376.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[SSRS_'s solution](#)

2377.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SSRS_'s solution](#)

2378.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[SSRS_'s solution](#)

2379.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[SSRS_'s solution](#)

2380.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[SSRS_'s solution](#)

2381.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[SSRS_'s solution](#)

2382.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[SSRS_'s solution](#)

2383.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[SSRS_'s solution](#)

2384.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 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

[SSRS_'s solution](#)

2385.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[SSRS_'s solution](#)

2386.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[SSRS_'s solution](#)

2387.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[SSRS_'s solution](#)

2388.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SSRS_'s solution](#)

2389.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[SSRS 's solution](#)

2390.

1673F

[Anti-Theft Road Planning · Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
[SSRS 's solution](#)

2391.

1667C

[Half Queen Cover · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SSRS 's solution](#)

2392.

755E

[PolandBall and White-Red graph · Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[SSRS 's solution](#)

2393.

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
[SSRS 's solution](#)

2394.

1634E

[Fair Share · Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[SSRS 's solution](#)

2395.

1633E

[Spanning Tree Queries · Tutorial](#)

Quality: 1,742 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
[SSRS 's solution](#)

2396.

1632E1

[Distance Tree \(easy version\) · Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[SSRS 's solution](#)

2397.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[SSRS 's solution](#)

2398.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[SSRS 's solution](#)

2399.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[SSRS 's solution](#)

2400.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[SSRS 's solution](#)

2401.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[SSRS 's solution](#)

2402.

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[SSRS 's solution](#)

2403.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[SSRS 's solution](#)

2404.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[SSRS 's solution](#)

2405.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[SSRS 's solution](#)

2406.

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

[SSRS 's solution](#)

2407.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[SSRS 's solution](#)

2408.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[SSRS 's solution](#)

2409.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[SSRS_'s solution](#)

2410.

1582F2

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

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[SSRS_'s solution](#)

2411.

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

[SSRS_'s solution](#)

2412.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

2413.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[SSRS_'s solution](#)

2414.

1578L

[Labyrinth](#) · [Tutorial](#)

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

[SSRS_'s solution](#)

2415.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[SSRS_'s solution](#)

2416.

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

[SSRS_'s solution](#)

2417.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[SSRS_'s solution](#)

2418.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[SSRS_'s solution](#)

2419.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[SSRS 's solution](#)

2420.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[SSRS 's solution](#)

2421.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[SSRS 's solution](#)

2422.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[SSRS 's solution](#)

2423.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[SSRS 's solution](#)

2424.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[SSRS 's solution](#)

2425.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[SSRS 's solution](#)

2426.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[SSRS 's solution](#)

2427.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[SSRS 's solution](#)

2428.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[SSRS 's solution](#)

2429.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and

conquer, number theory, trees

[SSRS 's solution](#)

2430.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[SSRS 's solution](#)

2431.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[SSRS 's solution](#)

2432.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[SSRS 's solution](#)

2433.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[SSRS 's solution](#)

2434.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[SSRS 's solution](#)

2435.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SSRS 's solution](#)

2436.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS 's solution](#)

2437.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[SSRS 's solution](#)

2438.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[SSRS 's solution](#)

2439.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string

suffix structures, strings, two pointers

[SSRS_'s solution](#)

2440.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[SSRS_'s solution](#)

2441.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[SSRS_'s solution](#)

2442.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS_'s solution](#)

2443.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[SSRS_'s solution](#)

2444.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[SSRS_'s solution](#)

2445.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS_'s solution](#)

2446.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS_'s solution](#)

2447.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[SSRS_'s solution](#)

2448.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

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2449.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

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2450.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

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2451.

1428F

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2452.

506D

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2453.

1263F

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Quality: 951 global accepts · Rating: 2400 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

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2454.

582C

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Quality: 796 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: number theory

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2455.

1408E

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2456.

1401F

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

[SSRS 's solution](#)

2457.

1401E

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Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[SSRS 's solution](#)

2458.

1392F

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Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[SSRS 's solution](#)

2459.

756D

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Quality: 1,084 global accepts · Rating: 2400 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, string

suffix structures

[SSRS 's solution](#)

2460.

1374F

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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[SSRS 's solution](#)

2461.

932E

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Quality: 3,431 global accepts · Rating: 2400 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2462.

815C

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Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[SSRS 's solution](#)

2463.

959F

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Quality: 2,827 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[SSRS 's solution](#)

2464.

1016E

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Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[SSRS 's solution](#)

2465.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[SSRS 's solution](#)

2466.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2467.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,728 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[SSRS 's solution](#)

2468.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[SSRS 's solution](#)

2469.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[SSRS 's solution](#)

2470.

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SSRS 's solution](#)

2471.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[SSRS 's solution](#)

2472.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

2473.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[SSRS 's solution](#)

2474.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

2475.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[SSRS 's solution](#)

2476.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2477.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[SSRS 's solution](#)

2478.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[SSRS 's solution](#)

2479.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[SSRS 's solution](#)

2480.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[SSRS 's solution](#)

2481.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[SSRS 's solution](#)

2482.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[SSRS 's solution](#)

2483.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[SSRS 's solution](#)

2484.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[SSRS 's solution](#)

2485.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math
[SSRS 's solution](#)

2486.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[SSRS 's solution](#)

2487.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[SSRS 's solution](#)

2488.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[SSRS 's solution](#)

2489.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[SSRS 's solution](#)

2490.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[SSRS 's solution](#)

2491.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[SSRS 's solution](#)

2492.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[SSRS 's solution](#)

2493.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[SSRS 's solution](#)

2494.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[SSRS 's solution](#)

2495.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[SSRS 's solution](#)

2496.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers
[SSRS 's solution](#)

2497.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[SSRS 's solution](#)

2498.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[SSRS 's solution](#)

2499.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[SSRS 's solution](#)

2500.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

2501.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[SSRS 's solution](#)

2502.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[SSRS 's solution](#)

2503.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[SSRS 's solution](#)

2504.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[SSRS 's solution](#)

2505.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[SSRS 's solution](#)

2506.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SSRS 's solution](#)

2507.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[SSRS 's solution](#)

2508.

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

[SSRS 's solution](#)

2509.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[SSRS_'s solution](#)

2510.

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

[SSRS_'s solution](#)

2511.

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

[SSRS_'s solution](#)

2512.

1689E

[ANDfinitiy](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SSRS_'s solution](#)

2513.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SSRS_'s solution](#)

2514.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SSRS_'s solution](#)

2515.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[SSRS_'s solution](#)

2516.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[SSRS_'s solution](#)

2517.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[SSRS_'s solution](#)

2518.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[SSRS_'s solution](#)

2519.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu,

math, trees

[SSRS_'s solution](#)

2520.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[SSRS_'s solution](#)

2521.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[SSRS_'s solution](#)

2522.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[SSRS_'s solution](#)

2523.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[SSRS_'s solution](#)

2524.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[SSRS_'s solution](#)

2525.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[SSRS_'s solution](#)

2526.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[SSRS_'s solution](#)

2527.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[SSRS_'s solution](#)

2528.

1314B

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

Rating: 2500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SSRS_'s solution](#)

2529.

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

[SSRS 's solution](#)

2530.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[SSRS 's solution](#)

2531.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SSRS 's solution](#)

2532.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[SSRS 's solution](#)

2533.

868F

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

Quality: 5,099 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[SSRS 's solution](#)

2534.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[SSRS 's solution](#)

2535.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SSRS 's solution](#)

2536.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[SSRS 's solution](#)

2537.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SSRS 's solution](#)

2538.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[SSRS 's solution](#)

2539.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, dsu, greedy, implementation, trees

[SSRS 's solution](#)

2540.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SSRS 's solution](#)

2541.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2542.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[SSRS 's solution](#)

2543.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[SSRS 's solution](#)

2544.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[SSRS 's solution](#)

2545.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[SSRS 's solution](#)

2546.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[SSRS 's solution](#)

2547.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SSRS 's solution](#)

2548.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SSRS 's solution](#)

2549.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[SSRS 's solution](#)

2550.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[SSRS 's solution](#)

2551.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation
[SSRS 's solution](#)

2552.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

2553.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[SSRS 's solution](#)

2554.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[SSRS 's solution](#)

2555.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[SSRS 's solution](#)

2556.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[SSRS 's solution](#)

2557.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[SSRS 's solution](#)

2558.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[SSRS 's solution](#)

2559.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings
[SSRS 's solution](#)

2560.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math

[SSRS_'s solution](#)

2561.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2500 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[SSRS_'s solution](#)

2562.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[SSRS_'s solution](#)

2563.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[SSRS_'s solution](#)

2564.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[SSRS_'s solution](#)

2565.

1239B

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

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSRS_'s solution](#)

2566.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[SSRS_'s solution](#)

2567.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[SSRS_'s solution](#)

2568.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[SSRS_'s solution](#)

2569.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS_'s solution](#)

2570.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SSRS 's solution](#)

2571.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[SSRS 's solution](#)

2572.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[SSRS 's solution](#)

2573.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[SSRS 's solution](#)

2574.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[SSRS 's solution](#)

2575.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[SSRS 's solution](#)

2576.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

2577.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SSRS 's solution](#)

2578.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[SSRS 's solution](#)

2579.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[SSRS 's solution](#)

2580.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SSRS 's solution](#)

2581.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[SSRS 's solution](#)

2582.

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

[SSRS 's solution](#)

2583.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SSRS 's solution](#)

2584.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[SSRS 's solution](#)

2585.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

2586.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SSRS 's solution](#)

2587.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[SSRS 's solution](#)

2588.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[SSRS 's solution](#)

2589.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SSRS 's solution](#)

2590.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[SSRS_'s solution](#)

2591.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[SSRS_'s solution](#)

2592.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SSRS_'s solution](#)

2593.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[SSRS_'s solution](#)

2594.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[SSRS_'s solution](#)

2595.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[SSRS_'s solution](#)

2596.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[SSRS_'s solution](#)

2597.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS_'s solution](#)

2598.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[SSRS_'s solution](#)

2599.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[SSRS_'s solution](#)

2600.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2601.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[SSRS 's solution](#)

2602.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SSRS 's solution](#)

2603.

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

[SSRS 's solution](#)

2604.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[SSRS 's solution](#)

2605.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[SSRS 's solution](#)

2606.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

2607.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[SSRS 's solution](#)

2608.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[SSRS 's solution](#)

2609.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[SSRS 's solution](#)

2610.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

divide and conquer, dsu, graphs, trees

[SSRS_'s solution](#)

2611.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SSRS_'s solution](#)

2612.

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

[SSRS_'s solution](#)

2613.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[SSRS_'s solution](#)

2614.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[SSRS_'s solution](#)

2615.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[SSRS_'s solution](#)

2616.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[SSRS_'s solution](#)

2617.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[SSRS_'s solution](#)

2618.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[SSRS_'s solution](#)

2619.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[SSRS_'s solution](#)

2620.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[SSRS_'s solution](#)

2621.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[SSRS 's solution](#)

2622.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[SSRS 's solution](#)

2623.

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
[SSRS 's solution](#)

2624.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[SSRS 's solution](#)

2625.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[SSRS 's solution](#)

2626.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[SSRS 's solution](#)

2627.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[SSRS 's solution](#)

2628.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[SSRS 's solution](#)

2629.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[SSRS 's solution](#)

2630.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees
[SSRS 's solution](#)

2631.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[SSRS 's solution](#)

2632.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SSRS 's solution](#)

2633.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[SSRS 's solution](#)

2634.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

2635.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[SSRS 's solution](#)

2636.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[SSRS 's solution](#)

2637.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[SSRS 's solution](#)

2638.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[SSRS 's solution](#)

2639.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[SSRS 's solution](#)

2640.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[SSRS 's solution](#)

2641.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS 's solution](#)

2642.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[SSRS 's solution](#)

2643.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

2644.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[SSRS 's solution](#)

2645.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[SSRS 's solution](#)

2646.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[SSRS 's solution](#)

2647.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SSRS 's solution](#)

2648.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

2649.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SSRS 's solution](#)

2650.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[SSRS 's solution](#)

2651.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[SSRS 's solution](#)

2652.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing

[SSRS 's solution](#)

2653.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[SSRS 's solution](#)

2654.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[SSRS 's solution](#)

2655.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[SSRS 's solution](#)

2656.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[SSRS 's solution](#)

2657.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[SSRS 's solution](#)

2658.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[SSRS 's solution](#)

2659.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SSRS 's solution](#)

2660.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SSRS 's solution](#)

2661.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2662.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[SSRS_'s solution](#)

2663.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[SSRS_'s solution](#)

2664.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[SSRS_'s solution](#)

2665.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SSRS_'s solution](#)

2666.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SSRS_'s solution](#)

2667.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[SSRS_'s solution](#)

2668.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[SSRS_'s solution](#)

2669.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, trees

[SSRS_'s solution](#)

2670.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[SSRS_'s solution](#)

2671.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[SSRS_'s solution](#)

2672.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[SSRS 's solution](#)

2673.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[SSRS 's solution](#)

2674.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2675.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[SSRS 's solution](#)

2676.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[SSRS 's solution](#)

2677.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[SSRS 's solution](#)

2678.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[SSRS 's solution](#)

2679.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[SSRS 's solution](#)

2680.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[SSRS 's solution](#)

2681.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[SSRS 's solution](#)

2682.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[SSRS 's solution](#)

2683.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[SSRS 's solution](#)

2684.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[SSRS 's solution](#)

2685.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS 's solution](#)

2686.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[SSRS 's solution](#)

2687.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[SSRS 's solution](#)

2688.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[SSRS 's solution](#)

2689.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SSRS 's solution](#)

2690.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS 's solution](#)

2691.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[SSRS 's solution](#)

2692.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[SSRS_'s solution](#)

2693.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[SSRS_'s solution](#)

2694.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[SSRS_'s solution](#)

2695.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[SSRS_'s solution](#)

2696.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[SSRS_'s solution](#)

2697.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[SSRS_'s solution](#)

2698.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SSRS_'s solution](#)

2699.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[SSRS_'s solution](#)

2700.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[SSRS_'s solution](#)

2701.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest

paths

[SSRS_'s solution](#)

2702.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[SSRS_'s solution](#)

2703.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[SSRS_'s solution](#)

2704.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SSRS_'s solution](#)

2705.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[SSRS_'s solution](#)

2706.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[SSRS_'s solution](#)

2707.

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

[SSRS_'s solution](#)

2708.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[SSRS_'s solution](#)

2709.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[SSRS_'s solution](#)

2710.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[SSRS_'s solution](#)

2711.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide

and conquer, graphs, greedy, math

[SSRS_'s solution](#)

2712.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SSRS_'s solution](#)

2713.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[SSRS_'s solution](#)

2714.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[SSRS_'s solution](#)

2715.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SSRS_'s solution](#)

2716.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[SSRS_'s solution](#)

2717.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[SSRS_'s solution](#)

2718.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SSRS_'s solution](#)

2719.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[SSRS_'s solution](#)

2720.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[SSRS_'s solution](#)

2721.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[SSRS 's solution](#)

2722.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SSRS 's solution](#)

2723.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[SSRS 's solution](#)

2724.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSRS 's solution](#)

2725.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[SSRS 's solution](#)

2726.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SSRS 's solution](#)

2727.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[SSRS 's solution](#)

2728.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[SSRS 's solution](#)

2729.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[SSRS 's solution](#)

2730.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SSRS 's solution](#)

2731.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SSRS 's solution](#)

2732.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[SSRS 's solution](#)

2733.

871D

[Paths](#) · [Tutorial](#)

Quality: 2700 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: number theory, sortings

[SSRS 's solution](#)

2734.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[SSRS 's solution](#)

2735.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[SSRS 's solution](#)

2736.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-05-31 · last AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[SSRS 's solution](#)

2737.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, two pointers

[SSRS 's solution](#)

2738.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[SSRS 's solution](#)

2739.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities

[SSRS 's solution](#)

2740.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[SSRS 's solution](#)

2741.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[SSRS 's solution](#)

2742.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SSRS 's solution](#)

2743.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy,

matrices

[SSRS 's solution](#)

2744.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[SSRS 's solution](#)

2745.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SSRS 's solution](#)

2746.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2747.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[SSRS 's solution](#)

2748.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[SSRS 's solution](#)

2749.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[SSRS 's solution](#)

2750.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SSRS 's solution](#)

2751.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSRS 's solution](#)

2752.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[SSRS 's solution](#)

2753.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[SSRS 's solution](#)

2754.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[SSRS 's solution](#)

2755.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SSRS 's solution](#)

2756.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SSRS 's solution](#)

2757.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: flows

[SSRS 's solution](#)

2758.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, shortest paths

[SSRS 's solution](#)

2759.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[SSRS 's solution](#)

2760.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[SSRS 's solution](#)

2761.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, trees

[SSRS 's solution](#)

2762.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[SSRS 's solution](#)

2763.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[SSRS 's solution](#)

2764.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and

conquer, dp, greedy

[SSRS_'s solution](#)

2765.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[SSRS_'s solution](#)

2766.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[SSRS_'s solution](#)

2767.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SSRS_'s solution](#)

2768.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[SSRS_'s solution](#)

2769.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[SSRS_'s solution](#)

2770.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[SSRS_'s solution](#)

2771.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[SSRS_'s solution](#)

2772.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SSRS_'s solution](#)

2773.

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

[SSRS_'s solution](#)

2774.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[SSRS 's solution](#)

2775.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[SSRS 's solution](#)

2776.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[SSRS 's solution](#)

2777.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[SSRS 's solution](#)

2778.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, strings

[SSRS 's solution](#)

2779.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SSRS 's solution](#)

2780.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[SSRS 's solution](#)

2781.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[SSRS 's solution](#)

2782.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS 's solution](#)

2783.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[SSRS 's solution](#)

2784.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[SSRS 's solution](#)

2785.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[SSRS 's solution](#)

2786.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[SSRS 's solution](#)

2787.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[SSRS 's solution](#)

2788.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[SSRS 's solution](#)

2789.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2790.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[SSRS 's solution](#)

2791.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SSRS 's solution](#)

2792.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[SSRS 's solution](#)

2793.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[SSRS 's solution](#)

2794.

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[SSRS 's solution](#)

2795.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[SSRS 's solution](#)

2796.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math

[SSRS 's solution](#)

2797.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[SSRS 's solution](#)

2798.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[SSRS 's solution](#)

2799.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

2800.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[SSRS 's solution](#)

2801.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[SSRS 's solution](#)

2802.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SSRS 's solution](#)

2803.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SSRS 's solution](#)

2804.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[SSRS 's solution](#)

2805.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[SSRS 's solution](#)

2806.

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

[SSRS 's solution](#)

2807.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[SSRS 's solution](#)

2808.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[SSRS 's solution](#)

2809.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2810.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[SSRS 's solution](#)

2811.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[SSRS 's solution](#)

2812.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-01-01 · last AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[SSRS 's solution](#)

2813.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[SSRS 's solution](#)

2814.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[SSRS 's solution](#)

2815.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry
[SSRS 's solution](#)

2816.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[SSRS 's solution](#)

2817.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[SSRS 's solution](#)

2818.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[SSRS 's solution](#)

2819.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry
[SSRS 's solution](#)

2820.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[SSRS 's solution](#)

2821.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[SSRS 's solution](#)

2822.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings
[SSRS 's solution](#)

2823.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[SSRS 's solution](#)

2824.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[SSRS 's solution](#)

2825.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[SSRS 's solution](#)

2826.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SSRS 's solution](#)

2827.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[SSRS 's solution](#)

2828.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[SSRS 's solution](#)

2829.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[SSRS 's solution](#)

2830.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[SSRS 's solution](#)

2831.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[SSRS 's solution](#)

2832.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[SSRS 's solution](#)

2833.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[SSRS 's solution](#)

2834.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing

[SSRS 's solution](#)

2835.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[SSRS 's solution](#)

2836.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[SSRS 's solution](#)

2837.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2838.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

2839.

477E

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

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SSRS 's solution](#)

2840.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[SSRS 's solution](#)

2841.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[SSRS 's solution](#)

2842.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[SSRS 's solution](#)

2843.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[SSRS 's solution](#)

2844.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SSRS 's solution](#)

2845.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SSRS 's solution](#)

2846.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[SSRS 's solution](#)

2847.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[SSRS 's solution](#)

2848.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[SSRS 's solution](#)

2849.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[SSRS 's solution](#)

2850.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[SSRS 's solution](#)

2851.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[SSRS 's solution](#)

2852.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[SSRS 's solution](#)

2853.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SSRS 's solution](#)

2854.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[SSRS 's solution](#)

2855.

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

[SSRS 's solution](#)

2856.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[SSRS 's solution](#)

2857.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[SSRS 's solution](#)

2858.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[SSRS 's solution](#)

2859.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[SSRS 's solution](#)

2860.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[SSRS 's solution](#)

2861.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[SSRS 's solution](#)

2862.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[SSRS 's solution](#)

2863.

104757H

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

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2864.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2865.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2866.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS 's solution](#)

2867.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2868.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2869.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2870.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2871.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2872.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2873.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2874.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[SSRS 's solution](#)

2875.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2876.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2877.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[SSRS 's solution](#)

2878.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2879.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2880.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2881.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2882.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2883.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2884.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2885.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2886.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2887.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2888.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2889.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2890.

105358F

[Tourist · Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2891.

105139C

[Lili Likes Polygons · Tutorial](#)

Rating: — · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2892.

105139K

[Points on the Number Axis B · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2893.

105139I

[Colorful Tree · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2894.

105139F

[Enchanted · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2895.

105139D

[MACARON Likes Happy Endings · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2896.

105139L

[LCMs · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2897.

105139G

[Genshin Impact Startup Forbidden II · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2898.

105139H

[Genshin Impact Startup Forbidden III · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2899.

105139J

[Points on the Number Axis A · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2900.

105139B

[Nana Likes Polygons · Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2901.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2902.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2903.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2904.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2905.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2906.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2907.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2908.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2909.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2910.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2911.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2912.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2913.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2914.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2915.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2916.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2917.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2918.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2919.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2920.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2921.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2922.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2923.

104619G

[Gadget Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2924.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[SSRS_'s solution](#)

2925.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[SSRS_'s solution](#)

2926.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2927.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2928.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2929.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2930.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2931.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2932.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2933.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2934.

104288D

[Guardians of the Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2935.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —

[SSRS_'s solution](#)

2936.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2937.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2938.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2939.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2940.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2941.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2942.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2943.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2944.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2945.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2946.

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2947.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2948.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2949.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2950.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2951.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2952.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2953.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2954.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2955.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2956.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2957.

102511B

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

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2958.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2959.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2960.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2961.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2962.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2963.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2964.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2965.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2966.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2967.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2968.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2969.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2970.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2971.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2972.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2973.

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2974.

104544K

[The Backrooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2975.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2976.

104544E

[Bad Luck Blackie](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2977.

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2978.

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2979.

104544J

[The Set Terminator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2980.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2981.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2982.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2983.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2984.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2985.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2986.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2987.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2988.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2989.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2990.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2991.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2992.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2993.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2994.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2995.

103652J

[Square Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2996.

103652F

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

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2997.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2998.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

2999.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3000.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3001.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3002.

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[SSRS_'s solution](#)

3003.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[SSRS_'s solution](#)

3004.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[SSRS_'s solution](#)

3005.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3006.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3007.

103466G

[Poker Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3008.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3009.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3010.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3011.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3012.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3013.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3014.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3015.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3016.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3017.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3018.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3019.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3020.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3021.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3022.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3023.

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3024.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3025.

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3026.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3027.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3028.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3029.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3030.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3031.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3032.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3033.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3034.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3035.

103185B

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

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3036.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3037.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3038.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3039.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3040.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3041.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3042.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3043.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3044.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3045.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3046.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3047.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3048.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3049.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3050.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3051.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3052.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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3053.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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3054.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3055.

103081K

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

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3056.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3057.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3058.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3059.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3060.

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3061.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3062.

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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3063.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3064.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3065.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3066.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3067.

102136I

[Permutations again](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3068.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3069.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3070.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3071.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3072.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3073.

102136C

[Kingdom Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3074.

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3075.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3076.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3077.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3078.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3079.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3080.

103055F

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

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3081.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3082.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3083.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3084.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3085.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3086.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3087.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3088.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3089.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3090.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3091.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3092.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3093.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3094.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3095.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3096.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3097.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3098.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3099.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3100.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3101.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3102.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3103.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3104.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3105.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SSRS_'s solution](#)

3106.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[SSRS_'s solution](#)

3107.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SSRS_'s solution](#)

3108.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[SSRS_'s solution](#)

3109.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3110.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3111.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3112.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3113.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3114.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3115.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3116.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3117.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3118.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3119.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3120.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3121.

101806X

[Xtreme NP-hard Problem?! · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3122.

101806P

[Puyo Puyo · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3123.

101806W

[Winter Olympic Games · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3124.

101806V

[Voronoi Diagram · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3125.

101806Q

[QueryreuQ · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3126.

101806Z

[Zigzag · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3127.

101806S

[Segmentation · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3128.

102082E

[Eulerian Flight Tour · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3129.

102082J

[Colorful Tree · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3130.

102082K

[Sixth Sense · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3131.

102082G

[What Goes Up Must Come Down · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3132.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3133.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3134.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3135.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3136.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3137.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3138.

101612L

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

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3139.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3140.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3141.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3142.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3143.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3144.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3145.

102253L

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

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3146.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3147.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3148.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3149.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3150.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3151.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3152.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3153.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3154.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3155.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3156.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3157.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3158.

101611A

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

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3159.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3160.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3161.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3162.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3163.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3164.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3165.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3166.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3167.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3168.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3169.

101485E

[Elementary Math](#) · [Tutorial](#)

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3170.

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3171.

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3172.

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3173.

102222K

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3174.

102222G

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3175.

102222D

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3176.

102222H

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3177.

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3178.

102222B

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3179.

102222A

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3180.

102222C

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3181.

100959L

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Rating: — · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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3182.

100959E

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Rating: — · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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3183.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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3184.

102059F

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Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3185.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3186.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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3187.

101873A

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Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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3188.

101873F

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3189.

101873E

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Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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3190.

101873C

[Joyride](#) · [Tutorial](#)

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[SSRS_'s solution](#)

3191.

101873B

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3192.

101873G

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Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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3193.

101873D

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3194.

101873I

[Uberwatch](#) · [Tutorial](#)

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3195.

101873K

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Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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3196.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3197.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3198.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3199.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3200.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3201.

102040B

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

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3202.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3203.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3204.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3205.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3206.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3207.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3208.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3209.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3210.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3211.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3212.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3213.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3214.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3215.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3216.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3217.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3218.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3219.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3220.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3221.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3222.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SSRS_'s solution](#)

3223.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[SSRS_'s solution](#)

3224.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[SSRS_'s solution](#)

3225.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[SSRS_'s solution](#)

3226.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SSRS_'s solution](#)