

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

<https://cfelitetracker.vercel.app>

Unique solved — Scintilla06

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

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

Filters: none

Count: 864

1.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Scintilla06's solution](#)

2.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Scintilla06's solution](#)

3.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Scintilla06's solution](#)

4.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Scintilla06's solution](#)

5.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

6.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

7.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings

[Scintilla06's solution](#)

8.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

9.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Scintilla06's solution](#)

10.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Scintilla06's solution](#)

11.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Scintilla06's solution](#)

12.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Scintilla06's solution](#)

13.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Scintilla06's solution](#)

14.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,696 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Scintilla06's solution](#)

15.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

16.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Scintilla06's solution](#)

17.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Scintilla06's solution](#)

18.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

19.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Scintilla06's solution](#)

20.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math

[Scintilla06's solution](#)

21.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Scintilla06's solution](#)

22.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

23.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Scintilla06's solution](#)

24.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Scintilla06's solution](#)

25.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Scintilla06's solution](#)

26.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Scintilla06's solution](#)

27.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Scintilla06's solution](#)

28.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Scintilla06's solution](#)

29.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Scintilla06's solution](#)

30.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

31.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[Scintilla06's solution](#)

32.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: implementation, math
[Scintilla06's solution](#)

33.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[Scintilla06's solution](#)

34.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation
[Scintilla06's solution](#)

35.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math
[Scintilla06's solution](#)

36.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[Scintilla06's solution](#)

37.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[Scintilla06's solution](#)

38.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Scintilla06's solution](#)

39.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Scintilla06's solution](#)

40.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force
[Scintilla06's solution](#)

41.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Scintilla06's solution](#)

42.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

43.

1337A

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

Quality: 42,914 global accepts · Rating: 800 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

44.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: math

[Scintilla06's solution](#)

45.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: greedy

[Scintilla06's solution](#)

46.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

47.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,210 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Scintilla06's solution](#)

48.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[Scintilla06's solution](#)

49.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Scintilla06's solution](#)

50.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Scintilla06's solution](#)

51.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

52.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: math
[Scintilla06's solution](#)

53.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation, strings
[Scintilla06's solution](#)

54.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings
[Scintilla06's solution](#)

55.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math
[Scintilla06's solution](#)

56.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: math
[Scintilla06's solution](#)

57.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: math
[Scintilla06's solution](#)

58.

1283A

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

Quality: 61,304 global accepts · Rating: 800 · first AC: 2020-01-22 · last AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math
[Scintilla06's solution](#)

59.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Scintilla06's solution](#)

60.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Scintilla06's solution](#)

61.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[Scintilla06's solution](#)

62.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Scintilla06's solution](#)

63.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[Scintilla06's solution](#)

64.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Scintilla06's solution](#)

65.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

66.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: implementation

[Scintilla06's solution](#)

67.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[Scintilla06's solution](#)

68.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation, number theory

[Scintilla06's solution](#)

69.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy

[Scintilla06's solution](#)

70.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Scintilla06's solution](#)

71.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: math

[Scintilla06's solution](#)

72.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, math, strings

[Scintilla06's solution](#)

73.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy

[Scintilla06's solution](#)

74.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Scintilla06's solution](#)

75.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Scintilla06's solution](#)

76.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-08 · Python 3 (first AC) · Tags: brute force, data structures, greedy, sortings
[Scintilla06's solution](#)

77.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[Scintilla06's solution](#)

78.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Scintilla06's solution](#)

79.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Scintilla06's solution](#)

80.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Scintilla06's solution](#)

81.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Scintilla06's solution](#)

82.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Scintilla06's solution](#)

83.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Scintilla06's solution](#)

84.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Scintilla06's solution](#)

85.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math
[Scintilla06's solution](#)

86.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Scintilla06's solution](#)

87.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Scintilla06's solution](#)

88.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[Scintilla06's solution](#)

89.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[Scintilla06's solution](#)

90.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Scintilla06's solution](#)

91.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Scintilla06's solution](#)

92.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Scintilla06's solution](#)

93.

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Scintilla06's solution](#)

94.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Scintilla06's solution](#)

95.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Scintilla06's solution](#)

96.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Scintilla06's solution](#)

97.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-07-08 · Python 3 (first AC) · Tags: data structures, greedy, sortings

[Scintilla06's solution](#)

98.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

99.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Scintilla06's solution](#)

100.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Scintilla06's solution](#)

101.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Scintilla06's solution](#)

102.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Scintilla06's solution](#)

103.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Scintilla06's solution](#)

104.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Scintilla06's solution](#)

105.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Scintilla06's solution](#)

106.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[Scintilla06's solution](#)

107.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[Scintilla06's solution](#)

108.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[Scintilla06's solution](#)

109.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[Scintilla06's solution](#)

110.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

111.

1334B

[Middle Class](#) · [Tutorial](#)

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

[Scintilla06's solution](#)

112.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

113.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Scintilla06's solution](#)

114.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, strings

[Scintilla06's solution](#)

115.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Scintilla06's solution](#)

116.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Scintilla06's solution](#)

117.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[Scintilla06's solution](#)

118.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Scintilla06's solution](#)

119.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Scintilla06's solution](#)

120.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Scintilla06's solution](#)

121.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Scintilla06's solution](#)

122.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Scintilla06's solution](#)

123.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Scintilla06's solution](#)

124.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Scintilla06's solution](#)

125.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[Scintilla06's solution](#)

126.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[Scintilla06's solution](#)

127.

1496C

[Diamond Miner](#) · [Tutorial](#)

Quality: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[Scintilla06's solution](#)

128.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Scintilla06's solution](#)

129.

1334A

[Level Statistics](#) · [Tutorial](#)

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

[Scintilla06's solution](#)

130.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

131.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Scintilla06's solution](#)

132.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[Scintilla06's solution](#)

133.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: sortings

[Scintilla06's solution](#)

134.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: implementation, sortings

[Scintilla06's solution](#)

135.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Scintilla06's solution](#)

136.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Scintilla06's solution](#)

137.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Scintilla06's solution](#)

138.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Scintilla06's solution](#)

139.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Scintilla06's solution](#)

140.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

141.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Scintilla06's solution](#)

142.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Scintilla06's solution](#)

143.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Scintilla06's solution](#)

144.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Scintilla06's solution](#)

145.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Scintilla06's solution](#)

146.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[Scintilla06's solution](#)

147.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Scintilla06's solution](#)

148.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Scintilla06's solution](#)

149.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Scintilla06's solution](#)

150.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Scintilla06's solution](#)

151.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Scintilla06's solution](#)

152.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: dp, strings

[Scintilla06's solution](#)

153.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force

[Scintilla06's solution](#)

154.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[Scintilla06's solution](#)

155.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Scintilla06's solution](#)

156.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Scintilla06's solution](#)

157.

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Scintilla06's solution](#)

158.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Scintilla06's solution](#)

159.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Scintilla06's solution](#)

160.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-08 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Scintilla06's solution](#)

161.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Scintilla06's solution](#)

162.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Scintilla06's solution](#)

163.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Scintilla06's solution](#)

164.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Scintilla06's solution](#)

165.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Scintilla06's solution](#)

166.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Scintilla06's solution](#)

167.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Scintilla06's solution](#)

168.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Scintilla06's solution](#)

169.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Scintilla06's solution](#)

170.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Scintilla06's solution](#)

171.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Scintilla06's solution](#)

172.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Scintilla06's solution](#)

173.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Scintilla06's solution](#)

174.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[Scintilla06's solution](#)

175.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Scintilla06's solution](#)

176.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Scintilla06's solution](#)

177.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[Scintilla06's solution](#)

178.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Scintilla06's solution](#)

179.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Scintilla06's solution](#)

180.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Scintilla06's solution](#)

181.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

182.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Scintilla06's solution](#)

183.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

184.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Scintilla06's solution](#)

185.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: implementation, math

[Scintilla06's solution](#)

186.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Scintilla06's solution](#)

187.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Scintilla06's solution](#)

188.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Scintilla06's solution](#)

189.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[Scintilla06's solution](#)

190.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: math

[Scintilla06's solution](#)

191.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Scintilla06's solution](#)

192.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Scintilla06's solution](#)

193.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Scintilla06's solution](#)

194.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Scintilla06's solution](#)

195.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Scintilla06's solution](#)

196.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

197.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Scintilla06's solution](#)

198.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Scintilla06's solution](#)

199.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[Scintilla06's solution](#)

200.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Scintilla06's solution](#)

201.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[Scintilla06's solution](#)

202.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Scintilla06's solution](#)

203.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

204.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Scintilla06's solution](#)

205.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

206.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Scintilla06's solution](#)

207.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[Scintilla06's solution](#)

208.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Scintilla06's solution](#)

209.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Scintilla06's solution](#)

210.

1301B

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

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

[Scintilla06's solution](#)

211.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Scintilla06's solution](#)

212.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[Scintilla06's solution](#)

213.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[Scintilla06's solution](#)

214.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[Scintilla06's solution](#)

215.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Scintilla06's solution](#)

216.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Scintilla06's solution](#)

217.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Scintilla06's solution](#)

218.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Scintilla06's solution](#)

219.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Scintilla06's solution](#)

220.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Scintilla06's solution](#)

221.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Scintilla06's solution](#)

222.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Scintilla06's solution](#)

223.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Scintilla06's solution](#)

224.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Scintilla06's solution](#)

225.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Scintilla06's solution](#)

226.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Scintilla06's solution](#)

227.

1334C

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

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

[Scintilla06's solution](#)

228.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Scintilla06's solution](#)

229.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Scintilla06's solution](#)

230.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

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

[Scintilla06's solution](#)

231.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Scintilla06's solution](#)

232.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Scintilla06's solution](#)

233.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-31 · last AC: 2020-01-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Scintilla06's solution](#)

234.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[Scintilla06's solution](#)

235.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Scintilla06's solution](#)

236.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Scintilla06's solution](#)

237.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-08 · Python 3 (first AC) · Tags: greedy, math, number theory, sortings

[Scintilla06's solution](#)

238.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Scintilla06's solution](#)

239.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Scintilla06's solution](#)

240.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Scintilla06's solution](#)

241.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Scintilla06's solution](#)

242.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Scintilla06's solution](#)

243.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Scintilla06's solution](#)

244.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Scintilla06's solution](#)

245.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Scintilla06's solution](#)

246.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Scintilla06's solution](#)

247.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Scintilla06's solution](#)

248.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Scintilla06's solution](#)

249.

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

[Scintilla06's solution](#)

250.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-08-06 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Scintilla06's solution](#)

251.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-02-17 · last AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Scintilla06's solution](#)

252.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[Scintilla06's solution](#)

253.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[Scintilla06's solution](#)

254.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Scintilla06's solution](#)

255.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Scintilla06's solution](#)

256.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Scintilla06's solution](#)

257.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Scintilla06's solution](#)

258.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[Scintilla06's solution](#)

259.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Scintilla06's solution](#)

260.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dp, implementation

[Scintilla06's solution](#)

261.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: combinatorics, math

[Scintilla06's solution](#)

262.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Scintilla06's solution](#)

263.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Scintilla06's solution](#)

264.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Scintilla06's solution](#)

265.

1295B

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

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

[Scintilla06's solution](#)

266.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-01-25 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

267.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Scintilla06's solution](#)

268.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Scintilla06's solution](#)

269.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
[Scintilla06's solution](#)

270.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[Scintilla06's solution](#)

271.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[Scintilla06's solution](#)

272.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[Scintilla06's solution](#)

273.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Scintilla06's solution](#)

274.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[Scintilla06's solution](#)

275.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Scintilla06's solution](#)

276.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Scintilla06's solution](#)

277.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Scintilla06's solution](#)

278.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Scintilla06's solution](#)

279.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Scintilla06's solution](#)

280.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Scintilla06's solution](#)

281.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Scintilla06's solution](#)

282.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, dp

[Scintilla06's solution](#)

283.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Scintilla06's solution](#)

284.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: games

[Scintilla06's solution](#)

285.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

286.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Scintilla06's solution](#)

287.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Scintilla06's solution](#)

288.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

289.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

290.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-07-08 · last AC: 2020-07-08 · GNU C++11 (first AC) · Tags: bitmasks, dp
[Scintilla06's solution](#)

291.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Scintilla06's solution](#)

292.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[Scintilla06's solution](#)

293.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[Scintilla06's solution](#)

294.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[Scintilla06's solution](#)

295.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[Scintilla06's solution](#)

296.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[Scintilla06's solution](#)

297.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry
[Scintilla06's solution](#)

298.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry
[Scintilla06's solution](#)

299.

1290B

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

Quality: 7,164 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[Scintilla06's solution](#)

300.

1291D

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

Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[Scintilla06's solution](#)

301.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
[Scintilla06's solution](#)

302.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-30 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory
[Scintilla06's solution](#)

303.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[Scintilla06's solution](#)

304.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[Scintilla06's solution](#)

305.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[Scintilla06's solution](#)

306.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[Scintilla06's solution](#)

307.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-07-08 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees
[Scintilla06's solution](#)

308.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[Scintilla06's solution](#)

309.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Scintilla06's solution](#)

310.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Scintilla06's solution](#)

311.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[Scintilla06's solution](#)

312.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Scintilla06's solution](#)

313.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[Scintilla06's solution](#)

314.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[Scintilla06's solution](#)

315.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Scintilla06's solution](#)

316.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[Scintilla06's solution](#)

317.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[Scintilla06's solution](#)

318.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy
[Scintilla06's solution](#)

319.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[Scintilla06's solution](#)

320.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Scintilla06's solution](#)

321.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Scintilla06's solution](#)

322.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Scintilla06's solution](#)

323.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Scintilla06's solution](#)

324.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Scintilla06's solution](#)

325.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Scintilla06's solution](#)

326.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Scintilla06's solution](#)

327.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Scintilla06's solution](#)

328.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Scintilla06's solution](#)

329.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Scintilla06's solution](#)

330.

1303D

[Fill The Bag](#) · [Tutorial](#)

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

[Scintilla06's solution](#)

331.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-01 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Scintilla06's solution](#)

332.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Scintilla06's solution](#)

333.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Scintilla06's solution](#)

334.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Scintilla06's solution](#)

335.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Scintilla06's solution](#)

336.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Scintilla06's solution](#)

337.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Scintilla06's solution](#)

338.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Scintilla06's solution](#)

339.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[Scintilla06's solution](#)

340.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Scintilla06's solution](#)

341.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Scintilla06's solution](#)

342.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Scintilla06's solution](#)

343.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Scintilla06's solution](#)

344.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Scintilla06's solution](#)

345.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Scintilla06's solution](#)

346.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Scintilla06's solution](#)

347.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[Scintilla06's solution](#)

348.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Scintilla06's solution](#)

349.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Scintilla06's solution](#)

350.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Scintilla06's solution](#)

351.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Scintilla06's solution](#)

352.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[Scintilla06's solution](#)

353.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Scintilla06's solution](#)

354.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

355.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Scintilla06's solution](#)

356.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Scintilla06's solution](#)

357.

1451E1

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

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

[Scintilla06's solution](#)

358.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Scintilla06's solution](#)

359.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Scintilla06's solution](#)

360.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Scintilla06's solution](#)

361.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Scintilla06's solution](#)

362.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, math

[Scintilla06's solution](#)

363.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-06 · last AC: 2020-02-06 · GNU C++11 (first AC) · Tags: data structures, dp

[Scintilla06's solution](#)

364.

1294F

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

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-02-02 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Scintilla06's solution](#)

365.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Scintilla06's solution](#)

366.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 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

[Scintilla06's solution](#)

367.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Scintilla06's solution](#)

368.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Scintilla06's solution](#)

369.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Scintilla06's solution](#)

370.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Scintilla06's solution](#)

371.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Scintilla06's solution](#)

372.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Scintilla06's solution](#)

373.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Scintilla06's solution](#)

374.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Scintilla06's solution](#)

375.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Scintilla06's solution](#)

376.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Scintilla06's solution](#)

377.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: math, probabilities, sortings

[Scintilla06's solution](#)

378.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Scintilla06's solution](#)

379.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Scintilla06's solution](#)

380.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Scintilla06's solution](#)

381.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[Scintilla06's solution](#)

382.

1333D

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

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Scintilla06's solution](#)

383.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Scintilla06's solution](#)

384.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Scintilla06's solution](#)

385.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Scintilla06's solution](#)

386.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Scintilla06's solution](#)

387.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-08 · last AC: 2024-07-08 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Scintilla06's solution](#)

388.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Scintilla06's solution](#)

389.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Scintilla06's solution](#)

390.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Scintilla06's solution](#)

391.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Scintilla06's solution](#)

392.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Scintilla06's solution](#)

393.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Scintilla06's solution](#)

394.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Scintilla06's solution](#)

395.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Scintilla06's solution](#)

396.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Scintilla06's solution](#)

397.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Scintilla06's solution](#)

398.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Scintilla06's solution](#)

399.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Scintilla06's solution](#)

400.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Scintilla06's solution](#)

401.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Scintilla06's solution](#)

402.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Scintilla06's solution](#)

403.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Scintilla06's solution](#)

404.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

405.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Scintilla06's solution](#)

406.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[Scintilla06's solution](#)

407.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Scintilla06's solution](#)

408.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Scintilla06's solution](#)

409.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: dp, sortings

[Scintilla06's solution](#)

410.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Scintilla06's solution](#)

411.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Scintilla06's solution](#)

412.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Scintilla06's solution](#)

413.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Scintilla06's solution](#)

414.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Scintilla06's solution](#)

415.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Scintilla06's solution](#)

416.

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

[Scintilla06's solution](#)

417.

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

[Scintilla06's solution](#)

418.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Scintilla06's solution](#)

419.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Scintilla06's solution](#)

420.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Scintilla06's solution](#)

421.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-12-10 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Scintilla06's solution](#)

422.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Scintilla06's solution](#)

423.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Scintilla06's solution](#)

424.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Scintilla06's solution](#)

425.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Scintilla06's solution](#)

426.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Scintilla06's solution](#)

427.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Scintilla06's solution](#)

428.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Scintilla06's solution](#)

429.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Scintilla06's solution](#)

430.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Scintilla06's solution](#)

431.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Scintilla06's solution](#)

432.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Scintilla06's solution](#)

433.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Scintilla06's solution](#)

434.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Scintilla06's solution](#)

435.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: flows

[Scintilla06's solution](#)

436.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Scintilla06's solution](#)

437.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp

[Scintilla06's solution](#)

438.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Scintilla06's solution](#)

439.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: games

[Scintilla06's solution](#)

440.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Scintilla06's solution](#)

441.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Scintilla06's solution](#)

442.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Scintilla06's solution](#)

443.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Scintilla06's solution](#)

444.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Scintilla06's solution](#)

445.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-25 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

446.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Scintilla06's solution](#)

447.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Scintilla06's solution](#)

448.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Scintilla06's solution](#)

449.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Scintilla06's solution](#)

450.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Scintilla06's solution](#)

451.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Scintilla06's solution](#)

452.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Scintilla06's solution](#)

453.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Scintilla06's solution](#)

454.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Scintilla06's solution](#)

455.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Scintilla06's solution](#)

456.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Scintilla06's solution](#)

457.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Scintilla06's solution](#)

458.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Scintilla06's solution](#)

459.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[Scintilla06's solution](#)

460.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Scintilla06's solution](#)

461.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Scintilla06's solution](#)

462.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Scintilla06's solution](#)

463.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Scintilla06's solution](#)

464.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Scintilla06's solution](#)

465.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Scintilla06's solution](#)

466.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

467.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Scintilla06's solution](#)

468.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Scintilla06's solution](#)

469.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Scintilla06's solution](#)

470.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees
[Scintilla06's solution](#)

471.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities
[Scintilla06's solution](#)

472.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[Scintilla06's solution](#)

473.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Scintilla06's solution](#)

474.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-27 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[Scintilla06's solution](#)

475.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[Scintilla06's solution](#)

476.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2020-08-06 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: greedy
[Scintilla06's solution](#)

477.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Scintilla06's solution](#)

478.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[Scintilla06's solution](#)

479.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-22 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Scintilla06's solution](#)

480.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[Scintilla06's solution](#)

481.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Scintilla06's solution](#)

482.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[Scintilla06's solution](#)

483.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[Scintilla06's solution](#)

484.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Scintilla06's solution](#)

485.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[Scintilla06's solution](#)

486.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Scintilla06's solution](#)

487.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[Scintilla06's solution](#)

488.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[Scintilla06's solution](#)

489.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Scintilla06's solution](#)

490.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Scintilla06's solution](#)

491.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Scintilla06's solution](#)

492.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Scintilla06's solution](#)

493.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Scintilla06's solution](#)

494.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Scintilla06's solution](#)

495.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Scintilla06's solution](#)

496.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Scintilla06's solution](#)

497.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Scintilla06's solution](#)

498.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-01-08 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Scintilla06's solution](#)

499.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Scintilla06's solution](#)

500.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Scintilla06's solution](#)

501.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Scintilla06's solution](#)

502.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Scintilla06's solution](#)

503.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Scintilla06's solution](#)

504.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Scintilla06's solution](#)

505.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Scintilla06's solution](#)

506.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Scintilla06's solution](#)

507.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Scintilla06's solution](#)

508.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Scintilla06's solution](#)

509.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

graphs, implementation, shortest paths

[Scintilla06's solution](#)

510.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Scintilla06's solution](#)

511.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

512.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Scintilla06's solution](#)

513.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-09 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Scintilla06's solution](#)

514.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Scintilla06's solution](#)

515.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Scintilla06's solution](#)

516.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Scintilla06's solution](#)

517.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Scintilla06's solution](#)

518.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Scintilla06's solution](#)

519.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest

paths

[Scintilla06's solution](#)

520.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Scintilla06's solution](#)

521.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Scintilla06's solution](#)

522.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Scintilla06's solution](#)

523.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Scintilla06's solution](#)

524.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Scintilla06's solution](#)

525.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Scintilla06's solution](#)

526.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Scintilla06's solution](#)

527.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Scintilla06's solution](#)

528.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Scintilla06's solution](#)

529.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

530.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: math

[Scintilla06's solution](#)

531.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2021-03-26 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Scintilla06's solution](#)

532.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Scintilla06's solution](#)

533.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Scintilla06's solution](#)

534.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Scintilla06's solution](#)

535.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Scintilla06's solution](#)

536.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Scintilla06's solution](#)

537.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-25 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Scintilla06's solution](#)

538.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

539.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Scintilla06's solution](#)

540.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Scintilla06's solution](#)

541.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Scintilla06's solution](#)

542.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[Scintilla06's solution](#)

543.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Scintilla06's solution](#)

544.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[Scintilla06's solution](#)

545.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Scintilla06's solution](#)

546.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Scintilla06's solution](#)

547.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Scintilla06's solution](#)

548.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Scintilla06's solution](#)

549.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Scintilla06's solution](#)

550.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Scintilla06's solution](#)

551.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Scintilla06's solution](#)

552.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[Scintilla06's solution](#)

553.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[Scintilla06's solution](#)

554.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Scintilla06's solution](#)

555.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Scintilla06's solution](#)

556.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Scintilla06's solution](#)

557.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Scintilla06's solution](#)

558.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Scintilla06's solution](#)

559.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Scintilla06's solution](#)

560.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Scintilla06's solution](#)

561.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[Scintilla06's solution](#)

562.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities
[Scintilla06's solution](#)

563.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[Scintilla06's solution](#)

564.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Scintilla06's solution](#)

565.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[Scintilla06's solution](#)

566.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Scintilla06's solution](#)

567.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[Scintilla06's solution](#)

568.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[Scintilla06's solution](#)

569.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[Scintilla06's solution](#)

570.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[Scintilla06's solution](#)

571.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[Scintilla06's solution](#)

572.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[Scintilla06's solution](#)

573.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Scintilla06's solution](#)

574.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math
[Scintilla06's solution](#)

575.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-06-19 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[Scintilla06's solution](#)

576.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[Scintilla06's solution](#)

577.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[Scintilla06's solution](#)

578.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[Scintilla06's solution](#)

579.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Scintilla06's solution](#)

580.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Scintilla06's solution](#)

581.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[Scintilla06's solution](#)

582.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Scintilla06's solution](#)

583.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Scintilla06's solution](#)

584.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Scintilla06's solution](#)

585.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Scintilla06's solution](#)

586.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

587.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Scintilla06's solution](#)

588.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[Scintilla06's solution](#)

589.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Scintilla06's solution](#)

590.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Scintilla06's solution](#)

591.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Scintilla06's solution](#)

592.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Scintilla06's solution](#)

593.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Scintilla06's solution](#)

594.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Scintilla06's solution](#)

595.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[Scintilla06's solution](#)

596.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[Scintilla06's solution](#)

597.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[Scintilla06's solution](#)

598.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[Scintilla06's solution](#)

599.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Scintilla06's solution](#)

600.

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Scintilla06's solution](#)

601.

1906G

[Grid Game 2 · Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory
[Scintilla06's solution](#)

602.

1906I

[Contingency Plan 2 · Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
[Scintilla06's solution](#)

603.

1928F

[Digital Patterns · Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[Scintilla06's solution](#)

604.

1870F

[Lazy Numbers · Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-12-10 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Scintilla06's solution](#)

605.

671D

[Roads in Yusland · Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Scintilla06's solution](#)

606.

1738G

[Anti-Increasing Addicts · Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-04 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Scintilla06's solution](#)

607.

725F

[Family Photos · Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[Scintilla06's solution](#)

608.

1392G

[Omkar and Pies · Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[Scintilla06's solution](#)

609.

802M3

[April Fools' Problem \(hard\) · Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows
[Scintilla06's solution](#)

610.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Scintilla06's solution](#)

611.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Scintilla06's solution](#)

612.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[Scintilla06's solution](#)

613.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[Scintilla06's solution](#)

614.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[Scintilla06's solution](#)

615.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Scintilla06's solution](#)

616.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[Scintilla06's solution](#)

617.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[Scintilla06's solution](#)

618.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Scintilla06's solution](#)

619.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: binary search, greedy
[Scintilla06's solution](#)

620.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Scintilla06's solution](#)

621.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Scintilla06's solution](#)

622.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Scintilla06's solution](#)

623.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, trees

[Scintilla06's solution](#)

624.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Scintilla06's solution](#)

625.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Scintilla06's solution](#)

626.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Scintilla06's solution](#)

627.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Scintilla06's solution](#)

628.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Scintilla06's solution](#)

629.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Scintilla06's solution](#)

630.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[Scintilla06's solution](#)

631.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Scintilla06's solution](#)

632.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Scintilla06's solution](#)

633.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Scintilla06's solution](#)

634.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Scintilla06's solution](#)

635.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Scintilla06's solution](#)

636.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Scintilla06's solution](#)

637.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Scintilla06's solution](#)

638.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Scintilla06's solution](#)

639.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Scintilla06's solution](#)

640.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
[Scintilla06's solution](#)

641.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[Scintilla06's solution](#)

642.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Scintilla06's solution](#)

643.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[Scintilla06's solution](#)

644.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[Scintilla06's solution](#)

645.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[Scintilla06's solution](#)

646.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[Scintilla06's solution](#)

647.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Scintilla06's solution](#)

648.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[Scintilla06's solution](#)

649.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Scintilla06's solution](#)

650.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Scintilla06's solution](#)

651.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Scintilla06's solution](#)

652.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Scintilla06's solution](#)

653.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Scintilla06's solution](#)

654.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Scintilla06's solution](#)

655.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Scintilla06's solution](#)

656.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Scintilla06's solution](#)

657.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Scintilla06's solution](#)

658.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Scintilla06's solution](#)

659.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Scintilla06's solution](#)

660.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Scintilla06's solution](#)

661.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Scintilla06's solution](#)

662.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

663.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Scintilla06's solution](#)

664.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, strings

[Scintilla06's solution](#)

665.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Scintilla06's solution](#)

666.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Scintilla06's solution](#)

667.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Scintilla06's solution](#)

668.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Scintilla06's solution](#)

669.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Scintilla06's solution](#)

670.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Scintilla06's solution](#)

671.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Scintilla06's solution](#)

672.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Scintilla06's solution](#)

673.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Scintilla06's solution](#)

674.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Scintilla06's solution](#)

675.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

676.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Scintilla06's solution](#)

677.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, games

[Scintilla06's solution](#)

678.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[Scintilla06's solution](#)

679.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Scintilla06's solution](#)

680.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Scintilla06's solution](#)

681.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Scintilla06's solution](#)

682.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[Scintilla06's solution](#)

683.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Scintilla06's solution](#)

684.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

685.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Scintilla06's solution](#)

686.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Scintilla06's solution](#)

687.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Scintilla06's solution](#)

688.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-22 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Scintilla06's solution](#)

689.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Scintilla06's solution](#)

690.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Scintilla06's solution](#)

691.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Scintilla06's solution](#)

692.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Scintilla06's solution](#)

693.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[Scintilla06's solution](#)

694.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[Scintilla06's solution](#)

695.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Scintilla06's solution](#)

696.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Scintilla06's solution](#)

697.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Scintilla06's solution](#)

698.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Scintilla06's solution](#)

699.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[Scintilla06's solution](#)

700.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[Scintilla06's solution](#)

701.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Scintilla06's solution](#)

702.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games

[Scintilla06's solution](#)

703.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Scintilla06's solution](#)

704.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Scintilla06's solution](#)

705.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Scintilla06's solution](#)

706.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Scintilla06's solution](#)

707.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Scintilla06's solution](#)

708.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Scintilla06's solution](#)

709.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[Scintilla06's solution](#)

710.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Scintilla06's solution](#)

711.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Scintilla06's solution](#)

712.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Scintilla06's solution](#)

713.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Scintilla06's solution](#)

714.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Scintilla06's solution](#)

715.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Scintilla06's solution](#)

716.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Scintilla06's solution](#)

717.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Scintilla06's solution](#)

718.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Scintilla06's solution](#)

719.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Scintilla06's solution](#)

720.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[Scintilla06's solution](#)

721.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Scintilla06's solution](#)

722.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Scintilla06's solution](#)

723.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Scintilla06's solution](#)

724.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[Scintilla06's solution](#)

725.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings
[Scintilla06's solution](#)

726.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Scintilla06's solution](#)

727.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[Scintilla06's solution](#)

728.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Scintilla06's solution](#)

729.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[Scintilla06's solution](#)

730.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-04 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[Scintilla06's solution](#)

731.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees
[Scintilla06's solution](#)

732.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Scintilla06's solution](#)

733.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Scintilla06's solution](#)

734.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[Scintilla06's solution](#)

735.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Scintilla06's solution](#)

736.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Scintilla06's solution](#)

737.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Scintilla06's solution](#)

738.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Scintilla06's solution](#)

739.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, math

[Scintilla06's solution](#)

740.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Scintilla06's solution](#)

741.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[Scintilla06's solution](#)

742.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-14 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[Scintilla06's solution](#)

743.

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Scintilla06's solution](#)

744.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Scintilla06's solution](#)

745.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Scintilla06's solution](#)

746.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Scintilla06's solution](#)

747.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Scintilla06's solution](#)

748.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Scintilla06's solution](#)

749.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Scintilla06's solution](#)

750.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Scintilla06's solution](#)

751.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Scintilla06's solution](#)

752.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Scintilla06's solution](#)

753.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math
[Scintilla06's solution](#)

754.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[Scintilla06's solution](#)

755.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-03 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[Scintilla06's solution](#)

756.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Scintilla06's solution](#)

757.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[Scintilla06's solution](#)

758.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, trees
[Scintilla06's solution](#)

759.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Scintilla06's solution](#)

760.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory
[Scintilla06's solution](#)

761.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, greedy
[Scintilla06's solution](#)

762.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Scintilla06's solution](#)

763.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

764.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, two pointers

[Scintilla06's solution](#)

765.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math, trees

[Scintilla06's solution](#)

766.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Scintilla06's solution](#)

767.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Scintilla06's solution](#)

768.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

769.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-25 · last AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Scintilla06's solution](#)

770.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Scintilla06's solution](#)

771.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[Scintilla06's solution](#)

772.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Scintilla06's solution](#)

773.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Scintilla06's solution](#)

774.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Scintilla06's solution](#)

775.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Scintilla06's solution](#)

776.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Scintilla06's solution](#)

777.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Scintilla06's solution](#)

778.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Scintilla06's solution](#)

779.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Scintilla06's solution](#)

780.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[Scintilla06's solution](#)

781.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Scintilla06's solution](#)

782.

1098F

[AbÖgVæ7F+öä](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Scintilla06's solution](#)

783.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Scintilla06's solution](#)

784.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, games

[Scintilla06's solution](#)

785.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

786.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Scintilla06's solution](#)

787.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Scintilla06's solution](#)

788.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Scintilla06's solution](#)

789.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Scintilla06's solution](#)

790.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Scintilla06's solution](#)

791.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees

[Scintilla06's solution](#)

792.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Scintilla06's solution](#)

793.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Scintilla06's solution](#)

794.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Scintilla06's solution](#)

795.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Scintilla06's solution](#)

796.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Scintilla06's solution](#)

797.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Scintilla06's solution](#)

798.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: games

[Scintilla06's solution](#)

799.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2023-02-15 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Scintilla06's solution](#)

800.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Scintilla06's solution](#)

801.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Scintilla06's solution](#)

802.

1746G

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

Quality: 112 global accepts · Rating: 3500 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, geometry, implementation, sortings

[Scintilla06's solution](#)

803.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[Scintilla06's solution](#)

804.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[Scintilla06's solution](#)

805.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Scintilla06's solution](#)

806.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Scintilla06's solution](#)

807.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Scintilla06's solution](#)

808.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Scintilla06's solution](#)

809.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Scintilla06's solution](#)

810.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[Scintilla06's solution](#)

811.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[Scintilla06's solution](#)

812.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[Scintilla06's solution](#)

813.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Scintilla06's solution](#)

814.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[Scintilla06's solution](#)

815.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

816.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

817.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

818.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

819.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

820.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

821.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

822.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

823.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

824.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Scintilla06's solution](#)

825.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Scintilla06's solution](#)

826.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Scintilla06's solution](#)

827.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[Scintilla06's solution](#)

828.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[Scintilla06's solution](#)

829.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[Scintilla06's solution](#)

830.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Scintilla06's solution](#)

831.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Scintilla06's solution](#)

832.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[Scintilla06's solution](#)

833.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[Scintilla06's solution](#)

834.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Scintilla06's solution](#)

835.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

836.

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

837.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

838.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

839.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

840.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

841.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

842.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

843.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

844.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

845.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

846.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

847.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

848.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

849.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

850.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

851.

104114I

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

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

852.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

853.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

854.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

855.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Scintilla06's solution](#)

856.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

857.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

858.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

859.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Scintilla06's solution](#)

860.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: *special, bitmasks

[Scintilla06's solution](#)

861.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: *special, implementation

[Scintilla06's solution](#)

862.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: *special, math, number theory

[Scintilla06's solution](#)

863.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[Scintilla06's solution](#)

864.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: *special

[Scintilla06's solution](#)