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# Unique solved — Sedmoklasnikut

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1837A

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1797A

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1814A

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1805B

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1805A

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1774A

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1719B

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**49.**

1696A

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1661A

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**70.**

1579A

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**84.**

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1473A

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**87.**

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**88.**

1461A

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1450A

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1452C

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**96.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**97.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**98.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**99.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**100.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**101.**

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sedmoklasnikut's solution](#)

**102.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**103.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**104.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**105.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**106.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,641 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**107.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[Sedmoklasnikut's solution](#)

**108.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**109.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Sedmoklasnikut's solution](#)

**110.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[Sedmoklasnikut's solution](#)

**111.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Sedmoklasnikut's solution](#)

**112.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,955 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**113.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**114.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Sedmoklasnikut's solution](#)

**115.**

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Sedmoklasnikut's solution](#)

**116.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,416 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**117.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Sedmoklasnikut's solution](#)

**118.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Sedmoklasnikut's solution](#)

**119.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**120.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**121.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**122.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Sedmoklasnikut's solution](#)

**123.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Sedmoklasnikut's solution](#)

**124.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sedmoklasnikut's solution](#)

**125.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**126.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**127.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,872 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**128.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**129.**

1337A

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

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**130.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Sedmoklasnikut's solution](#)

**131.**

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sedmoklasnikut's solution](#)

**132.**

1296A

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

Quality: 48,341 global accepts · Rating: 800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**133.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**134.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**135.**

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sedmoklasnikut's solution](#)

**136.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Sedmoklasnikut's solution](#)

**137.**

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**138.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**139.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**140.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**141.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sedmoklasnikut's solution](#)

**142.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**143.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**144.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sedmoklasnikut's solution](#)

**145.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**146.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**147.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**148.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Sedmoklasnikut's solution](#)

**149.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**150.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**151.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Sedmoklasnikut's solution](#)

**152.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**153.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Sedmoklasnikut's solution](#)

**154.**

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**155.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**156.**

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sedmoklasnikut's solution](#)

**157.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Sedmoklasnikut's solution](#)

**158.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**159.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Sedmoklasnikut's solution](#)

**160.**

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**161.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**162.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**163.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sedmoklasnikut's solution](#)

**164.**

1696B

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

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**165.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**166.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Sedmoklasnikut's solution](#)

**167.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**168.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**169.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**170.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 900 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**171.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**172.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[Sedmoklasnikut's solution](#)

**173.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**174.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**175.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**176.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Sedmoklasnikut's solution](#)

**177.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Sedmoklasnikut's solution](#)

**178.**

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**179.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: games  
[Sedmoklasnikut's solution](#)

**180.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Sedmoklasnikut's solution](#)

**181.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Sedmoklasnikut's solution](#)

**182.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[Sedmoklasnikut's solution](#)

**183.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**184.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**185.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**186.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,207 global accepts · Rating: 900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math  
[Sedmoklasnikut's solution](#)

**187.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**188.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sedmoklasnikut's solution](#)

**189.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**190.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**191.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**192.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**193.**

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Sedmoklasnikut's solution](#)

**194.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**195.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Sedmoklasnikut's solution](#)

**196.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sedmoklasnikut's solution](#)

**197.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**198.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sedmoklasnikut's solution](#)

**199.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**200.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**201.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Sedmoklasnikut's solution](#)

**202.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**203.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sedmoklasnikut's solution](#)

**204.**

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sedmoklasnikut's solution](#)

**205.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**206.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**207.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**208.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**209.**

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**210.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**211.**

1785A

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

Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sedmoklasnikut's solution](#)

**212.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Sedmoklasnikut's solution](#)

**213.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**214.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**215.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**216.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Sedmoklasnikut's solution](#)

**217.**

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[Sedmoklasnikut's solution](#)

**218.**

1620B

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

Quality: 31,471 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[Sedmoklasnikut's solution](#)

**219.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Sedmoklasnikut's solution](#)

**220.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[Sedmoklasnikut's solution](#)

**221.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Sedmoklasnikut's solution](#)

**222.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**223.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[Sedmoklasnikut's solution](#)

**224.**

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Sedmoklasnikut's solution](#)

**225.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[Sedmoklasnikut's solution](#)

**226.**

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**227.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Sedmoklasnikut's solution](#)

**228.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Sedmoklasnikut's solution](#)

**229.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**230.**

1438B

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

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sedmoklasnikut's solution](#)

**231.**

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**232.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sedmoklasnikut's solution](#)

**233.**

1419D1

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

Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Sedmoklasnikut's solution](#)

**234.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**235.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**236.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Sedmoklasnikut's solution](#)

**237.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**238.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Sedmoklasnikut's solution](#)

**239.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[Sedmoklasnikut's solution](#)

**240.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**241.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math  
[Sedmoklasnikut's solution](#)

**242.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**243.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sedmoklasnikut's solution](#)

**244.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sedmoklasnikut's solution](#)

**245.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[Sedmoklasnikut's solution](#)

**246.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math  
[Sedmoklasnikut's solution](#)

**247.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**248.**

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sedmoklasnikut's solution](#)

**249.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[Sedmoklasnikut's solution](#)

**250.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[Sedmoklasnikut's solution](#)

**251.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings  
[Sedmoklasnikut's solution](#)

**252.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sedmoklasnikut's solution](#)

**253.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**254.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**255.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings  
[Sedmoklasnikut's solution](#)

**256.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sedmoklasnikut's solution](#)

**257.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Sedmoklasnikut's solution](#)

**258.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sedmoklasnikut's solution](#)

**259.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sedmoklasnikut's solution](#)

**260.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**261.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Sedmoklasnikut's solution](#)

**262.**

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**263.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**264.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sedmoklasnikut's solution](#)

**265.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sedmoklasnikut's solution](#)

**266.**

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Sedmoklasnikut's solution](#)

**267.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sedmoklasnikut's solution](#)

**268.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Sedmoklasnikut's solution](#)

**269.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Sedmoklasnikut's solution](#)

**270.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Sedmoklasnikut's solution](#)

**271.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Sedmoklasnikut's solution](#)

**272.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Sedmoklasnikut's solution](#)

**273.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Sedmoklasnikut's solution](#)

**274.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,397 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Sedmoklasnikut's solution](#)

**275.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sedmoklasnikut's solution](#)

**276.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Sedmoklasnikut's solution](#)

**277.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**278.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Sedmoklasnikut's solution](#)

**279.**

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Sedmoklasnikut's solution](#)

**280.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Sedmoklasnikut's solution](#)

**281.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**282.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Sedmoklasnikut's solution](#)

**283.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sedmoklasnikut's solution](#)

**284.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**285.**

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sedmoklasnikut's solution](#)

**286.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Sedmoklasnikut's solution](#)

**287.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sedmoklasnikut's solution](#)

**288.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**289.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**290.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[Sedmoklasnikut's solution](#)

**291.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[Sedmoklasnikut's solution](#)

**292.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[Sedmoklasnikut's solution](#)

**293.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory  
[Sedmoklasnikut's solution](#)

**294.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[Sedmoklasnikut's solution](#)

**295.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[Sedmoklasnikut's solution](#)

**296.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**297.**

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[Sedmoklasnikut's solution](#)

**298.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[Sedmoklasnikut's solution](#)

**299.**

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation  
[Sedmoklasnikut's solution](#)

**300.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Sedmoklasnikut's solution](#)

**301.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sedmoklasnikut's solution](#)

**302.**

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Sedmoklasnikut's solution](#)

**303.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**304.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**305.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Sedmoklasnikut's solution](#)

**306.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Sedmoklasnikut's solution](#)

**307.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**308.**

1586B

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

Rating: 1200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Sedmoklasnikut's solution](#)

**309.**

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Sedmoklasnikut's solution](#)

**310.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[Sedmoklasnikut's solution](#)

### 311.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Sedmoklasnikut's solution](#)

### 312.

1527B1

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

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Sedmoklasnikut's solution](#)

### 313.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Sedmoklasnikut's solution](#)

### 314.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Sedmoklasnikut's solution](#)

### 315.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

### 316.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

### 317.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

### 318.

1433D

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

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Sedmoklasnikut's solution](#)

### 319.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Sedmoklasnikut's solution](#)

### 320.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Sedmoklasnikut's solution](#)

**321.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**322.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**323.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sedmoklasnikut's solution](#)

**324.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sedmoklasnikut's solution](#)

**325.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**326.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**327.**

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Sedmoklasnikut's solution](#)

**328.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sedmoklasnikut's solution](#)

**329.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**330.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Sedmoklasnikut's solution](#)

**331.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[Sedmoklasnikut's solution](#)

**332.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**333.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Sedmoklasnikut's solution](#)

**334.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math

[Sedmoklasnikut's solution](#)

**335.**

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**336.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Sedmoklasnikut's solution](#)

**337.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Sedmoklasnikut's solution](#)

**338.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**339.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Sedmoklasnikut's solution](#)

**340.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Sedmoklasnikut's solution](#)

**341.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Sedmoklasnikut's solution](#)

**342.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Sedmoklasnikut's solution](#)

**343.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Sedmoklasnikut's solution](#)

**344.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,281 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**345.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**346.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Sedmoklasnikut's solution](#)

**347.**

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**348.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Sedmoklasnikut's solution](#)

**349.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Sedmoklasnikut's solution](#)

**350.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sedmoklasnikut's solution](#)

**351.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Sedmoklasnikut's solution](#)

**352.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Sedmoklasnikut's solution](#)

**353.**

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sedmoklasnikut's solution](#)

**354.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Sedmoklasnikut's solution](#)

**355.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**356.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Sedmoklasnikut's solution](#)

**357.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Sedmoklasnikut's solution](#)

**358.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**359.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sedmoklasnikut's solution](#)

**360.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**361.**

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**362.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sedmoklasnikut's solution](#)

**363.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Sedmoklasnikut's solution](#)

**364.**

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Sedmoklasnikut's solution](#)

**365.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**366.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Sedmoklasnikut's solution](#)

**367.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**368.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**369.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**370.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sedmoklasnikut's solution](#)

**371.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sedmoklasnikut's solution](#)

**372.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**373.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sedmoklasnikut's solution](#)

**374.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sedmoklasnikut's solution](#)

**375.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sedmoklasnikut's solution](#)

**376.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**377.**

1382C1

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

Rating: 1300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Sedmoklasnikut's solution](#)

**378.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Sedmoklasnikut's solution](#)

**379.**

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sedmoklasnikut's solution](#)

**380.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**381.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Sedmoklasnikut's solution](#)

**382.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sedmoklasnikut's solution](#)

**383.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sedmoklasnikut's solution](#)

**384.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[Sedmoklasnikut's solution](#)

**385.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Sedmoklasnikut's solution](#)

**386.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: games, greedy, strings

[Sedmoklasnikut's solution](#)

**387.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**388.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**389.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**390.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**391.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Sedmoklasnikut's solution](#)

**392.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sedmoklasnikut's solution](#)

**393.**

1887A1

[Dances \(Easy version\) · Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sedmoklasnikut's solution](#)

**394.**

1863D

[Two-Colored Dominoes · Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**395.**

1860C

[Game on Permutation · Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Sedmoklasnikut's solution](#)

**396.**

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**397.**

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Sedmoklasnikut's solution](#)

**398.**

1830A

[Copil Copac Draws Trees · Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sedmoklasnikut's solution](#)

**399.**

1838C

[No Prime Differences · Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**400.**

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**401.**

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**402.**

1805C

[Place for a Selfie · Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Sedmoklasnikut's solution](#)

**403.**

612C

[Replace To Make Regular Bracket Sequence · Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[Sedmoklasnikut's solution](#)

**404.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Sedmoklasnikut's solution](#)

**405.**

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sedmoklasnikut's solution](#)

**406.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Sedmoklasnikut's solution](#)

**407.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**408.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Sedmoklasnikut's solution](#)

**409.**

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Sedmoklasnikut's solution](#)

**410.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sedmoklasnikut's solution](#)

**411.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Sedmoklasnikut's solution](#)

**412.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Sedmoklasnikut's solution](#)

**413.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**414.**

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sedmoklasnikut's solution](#)

**415.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Sedmoklasnikut's solution](#)

**416.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**417.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Sedmoklasnikut's solution](#)

**418.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**419.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**420.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Sedmoklasnikut's solution](#)

**421.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Sedmoklasnikut's solution](#)

**422.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sedmoklasnikut's solution](#)

**423.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[Sedmoklasnikut's solution](#)

**424.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**425.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**426.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[Sedmoklasnikut's solution](#)

**427.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[Sedmoklasnikut's solution](#)

**428.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[Sedmoklasnikut's solution](#)

**429.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Sedmoklasnikut's solution](#)

**430.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[Sedmoklasnikut's solution](#)

**431.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**432.**

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Sedmoklasnikut's solution](#)

**433.**

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sedmoklasnikut's solution](#)

**434.**

1266C

[Diverse Matrix · Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**435.**

1263C

[Everyone is a Winner! · Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Sedmoklasnikut's solution](#)

**436.**

1263B

[PIN Codes · Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**437.**

1253B

[Silly Mistake · Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**438.**

1250A

[Berstagram · Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**439.**

1924A

[Did We Get Everything Covered? · Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Sedmoklasnikut's solution](#)

**440.**

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Sedmoklasnikut's solution](#)

**441.**

1858B

[The Walkway · Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**442.**

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Sedmoklasnikut's solution](#)

**443.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**444.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**445.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**446.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**447.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**448.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sedmoklasnikut's solution](#)

**449.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sedmoklasnikut's solution](#)

**450.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Sedmoklasnikut's solution](#)

**451.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**452.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Sedmoklasnikut's solution](#)

**453.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**454.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[Sedmoklasnikut's solution](#)

**455.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[Sedmoklasnikut's solution](#)

**456.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Sedmoklasnikut's solution](#)

**457.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Sedmoklasnikut's solution](#)

**458.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics  
[Sedmoklasnikut's solution](#)

**459.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[Sedmoklasnikut's solution](#)

**460.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[Sedmoklasnikut's solution](#)

**461.**

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Sedmoklasnikut's solution](#)

**462.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**463.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**464.**

1418C

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

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Sedmoklasnikut's solution](#)

**465.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Sedmoklasnikut's solution](#)

**466.**

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Sedmoklasnikut's solution](#)

**467.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sedmoklasnikut's solution](#)

**468.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Sedmoklasnikut's solution](#)

**469.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**470.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Sedmoklasnikut's solution](#)

**471.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sedmoklasnikut's solution](#)

**472.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Sedmoklasnikut's solution](#)

**473.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sedmoklasnikut's solution](#)

**474.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Sedmoklasnikut's solution](#)

**475.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[Sedmoklasnikut's solution](#)

**476.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**477.**

1296C

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

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sedmoklasnikut's solution](#)

**478.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Sedmoklasnikut's solution](#)

**479.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sedmoklasnikut's solution](#)

**480.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**481.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Sedmoklasnikut's solution](#)

**482.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Sedmoklasnikut's solution](#)

**483.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**484.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-

the-middle

[Sedmoklasnikut's solution](#)

**485.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sedmoklasnikut's solution](#)

**486.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Sedmoklasnikut's solution](#)

**487.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sedmoklasnikut's solution](#)

**488.**

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sedmoklasnikut's solution](#)

**489.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Sedmoklasnikut's solution](#)

**490.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Sedmoklasnikut's solution](#)

**491.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Sedmoklasnikut's solution](#)

**492.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sedmoklasnikut's solution](#)

**493.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Sedmoklasnikut's solution](#)

**494.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Sedmoklasnikut's solution](#)

**495.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Sedmoklasnikut's solution](#)

**496.**

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sedmoklasnikut's solution](#)

**497.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Sedmoklasnikut's solution](#)

**498.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Sedmoklasnikut's solution](#)

**499.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Sedmoklasnikut's solution](#)

**500.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sedmoklasnikut's solution](#)

**501.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sedmoklasnikut's solution](#)

**502.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**503.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sedmoklasnikut's solution](#)

**504.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Sedmoklasnikut's solution](#)

**505.**

1529C

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

Quality: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sedmoklasnikut's solution](#)

**506.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Sedmoklasnikut's solution](#)

**507.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Sedmoklasnikut's solution](#)

**508.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Sedmoklasnikut's solution](#)

**509.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Sedmoklasnikut's solution](#)

**510.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**511.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sedmoklasnikut's solution](#)

**512.**

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Sedmoklasnikut's solution](#)

**513.**

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**514.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Sedmoklasnikut's solution](#)

**515.**

1397C

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

Rating: 1600 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**516.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,597 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Sedmoklasnikut's solution](#)

**517.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Sedmoklasnikut's solution](#)

**518.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sedmoklasnikut's solution](#)

**519.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**520.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Sedmoklasnikut's solution](#)

**521.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sedmoklasnikut's solution](#)

**522.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**523.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**524.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Sedmoklasnikut's solution](#)

**525.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Sedmoklasnikut's solution](#)

**526.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Sedmoklasnikut's solution](#)

**527.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sedmoklasnikut's solution](#)

**528.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Sedmoklasnikut's solution](#)

**529.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Sedmoklasnikut's solution](#)

**530.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**531.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Sedmoklasnikut's solution](#)

**532.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Sedmoklasnikut's solution](#)

**533.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Sedmoklasnikut's solution](#)

**534.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sedmoklasnikut's solution](#)

**535.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sedmoklasnikut's solution](#)

**536.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sedmoklasnikut's solution](#)

**537.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Sedmoklasnikut's solution](#)

**538.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sedmoklasnikut's solution](#)

**539.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Sedmoklasnikut's solution](#)

**540.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sedmoklasnikut's solution](#)

**541.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sedmoklasnikut's solution](#)

**542.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Sedmoklasnikut's solution](#)

**543.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Sedmoklasnikut's solution](#)

**544.**

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**545.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Sedmoklasnikut's solution](#)

**546.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Sedmoklasnikut's solution](#)

**547.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Sedmoklasnikut's solution](#)

**548.**

1586C

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

Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Sedmoklasnikut's solution](#)

**549.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Sedmoklasnikut's solution](#)

**550.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Sedmoklasnikut's solution](#)

**551.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,764 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**552.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Sedmoklasnikut's solution](#)

**553.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Sedmoklasnikut's solution](#)

**554.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sedmoklasnikut's solution](#)

**555.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**556.**

1529D

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

Rating: 1700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sedmoklasnikut's solution](#)

**557.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Sedmoklasnikut's solution](#)

**558.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,897 global accepts · Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Sedmoklasnikut's solution](#)

**559.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**560.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Sedmoklasnikut's solution](#)

**561.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sedmoklasnikut's solution](#)

**562.**

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Sedmoklasnikut's solution](#)

**563.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Sedmoklasnikut's solution](#)

**564.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sedmoklasnikut's solution](#)

**565.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sedmoklasnikut's solution](#)

**566.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**567.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**568.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Sedmoklasnikut's solution](#)

**569.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sedmoklasnikut's solution](#)

**570.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Sedmoklasnikut's solution](#)

**571.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**572.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**573.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**574.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sedmoklasnikut's solution](#)

**575.**

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sedmoklasnikut's solution](#)

**576.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Sedmoklasnikut's solution](#)

**577.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sedmoklasnikut's solution](#)

**578.**

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**579.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Sedmoklasnikut's solution](#)

**580.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Sedmoklasnikut's solution](#)

**581.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Sedmoklasnikut's solution](#)

**582.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Sedmoklasnikut's solution](#)

**583.**

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Sedmoklasnikut's solution](#)

**584.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**585.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Sedmoklasnikut's solution](#)

**586.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory  
[Sedmoklasnikut's solution](#)

**587.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings  
[Sedmoklasnikut's solution](#)

**588.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees  
[Sedmoklasnikut's solution](#)

**589.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[Sedmoklasnikut's solution](#)

**590.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Sedmoklasnikut's solution](#)

**591.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[Sedmoklasnikut's solution](#)

**592.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[Sedmoklasnikut's solution](#)

**593.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Sedmoklasnikut's solution](#)

**594.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[Sedmoklasnikut's solution](#)

**595.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings  
[Sedmoklasnikut's solution](#)

**596.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Sedmoklasnikut's solution](#)

**597.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Sedmoklasnikut's solution](#)

**598.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sedmoklasnikut's solution](#)

**599.**

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Sedmoklasnikut's solution](#)

**600.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sedmoklasnikut's solution](#)

**601.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**602.**

1586D

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

Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Sedmoklasnikut's solution](#)

**603.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Sedmoklasnikut's solution](#)

**604.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Sedmoklasnikut's solution](#)

**605.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Sedmoklasnikut's solution](#)

**606.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Sedmoklasnikut's solution](#)

**607.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Sedmoklasnikut's solution](#)

**608.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Sedmoklasnikut's solution](#)

**609.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Sedmoklasnikut's solution](#)

**610.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sedmoklasnikut's solution](#)

**611.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**612.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Sedmoklasnikut's solution](#)

**613.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sedmoklasnikut's solution](#)

**614.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Sedmoklasnikut's solution](#)

**615.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Sedmoklasnikut's solution](#)

**616.**

1443D

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

Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Sedmoklasnikut's solution](#)

**617.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sedmoklasnikut's solution](#)

**618.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**619.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Sedmoklasnikut's solution](#)

**620.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Sedmoklasnikut's solution](#)

**621.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sedmoklasnikut's solution](#)

**622.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Sedmoklasnikut's solution](#)

**623.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Sedmoklasnikut's solution](#)

**624.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**625.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Sedmoklasnikut's solution](#)

**626.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sedmoklasnikut's solution](#)

**627.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Sedmoklasnikut's solution](#)

**628.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Sedmoklasnikut's solution](#)

**629.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**630.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sedmoklasnikut's solution](#)

**631.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Sedmoklasnikut's solution](#)

**632.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sedmoklasnikut's solution](#)

**633.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Sedmoklasnikut's solution](#)

**634.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Sedmoklasnikut's solution](#)

**635.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sedmoklasnikut's solution](#)

**636.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths  
[Sedmoklasnikut's solution](#)

**637.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[Sedmoklasnikut's solution](#)

**638.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[Sedmoklasnikut's solution](#)

**639.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Sedmoklasnikut's solution](#)

**640.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[Sedmoklasnikut's solution](#)

**641.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[Sedmoklasnikut's solution](#)

**642.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[Sedmoklasnikut's solution](#)

**643.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[Sedmoklasnikut's solution](#)

**644.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[Sedmoklasnikut's solution](#)

**645.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[Sedmoklasnikut's solution](#)

**646.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Sedmoklasnikut's solution](#)

**647.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sedmoklasnikut's solution](#)

**648.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Sedmoklasnikut's solution](#)

**649.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sedmoklasnikut's solution](#)

**650.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**651.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Sedmoklasnikut's solution](#)

**652.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Sedmoklasnikut's solution](#)

**653.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Sedmoklasnikut's solution](#)

**654.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sedmoklasnikut's solution](#)

**655.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sedmoklasnikut's solution](#)

**656.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**657.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**658.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Sedmoklasnikut's solution](#)

**659.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Sedmoklasnikut's solution](#)

**660.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Sedmoklasnikut's solution](#)

**661.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Sedmoklasnikut's solution](#)

**662.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Sedmoklasnikut's solution](#)

**663.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1900 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Sedmoklasnikut's solution](#)

**664.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**665.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sedmoklasnikut's solution](#)

**666.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Sedmoklasnikut's solution](#)

**667.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Sedmoklasnikut's solution](#)

**668.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Sedmoklasnikut's solution](#)

**669.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Sedmoklasnikut's solution](#)

**670.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Sedmoklasnikut's solution](#)

**671.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Sedmoklasnikut's solution](#)

**672.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sedmoklasnikut's solution](#)

**673.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Sedmoklasnikut's solution](#)

**674.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Sedmoklasnikut's solution](#)

**675.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sedmoklasnikut's solution](#)

**676.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Sedmoklasnikut's solution](#)

**677.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Sedmoklasnikut's solution](#)

**678.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Sedmoklasnikut's solution](#)

**679.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Sedmoklasnikut's solution](#)

**680.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Sedmoklasnikut's solution](#)

**681.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Sedmoklasnikut's solution](#)

**682.**

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Sedmoklasnikut's solution](#)

**683.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Sedmoklasnikut's solution](#)

**684.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Sedmoklasnikut's solution](#)

**685.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Sedmoklasnikut's solution](#)

**686.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**687.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sedmoklasnikut's solution](#)

**688.**

88E

[Interesting Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sedmoklasnikut's solution](#)

**689.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Sedmoklasnikut's solution](#)

**690.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Sedmoklasnikut's solution](#)

**691.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Sedmoklasnikut's solution](#)

**692.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**693.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-10-03 · last AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Sedmoklasnikut's solution](#)

**694.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Sedmoklasnikut's solution](#)

**695.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Sedmoklasnikut's solution](#)

**696.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Sedmoklasnikut's solution](#)

**697.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Sedmoklasnikut's solution](#)

**698.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sedmoklasnikut's solution](#)

**699.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sedmoklasnikut's solution](#)

**700.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[Sedmoklasnikut's solution](#)

**701.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Sedmoklasnikut's solution](#)

**702.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Sedmoklasnikut's solution](#)

**703.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**704.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Sedmoklasnikut's solution](#)

**705.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Sedmoklasnikut's solution](#)

**706.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sedmoklasnikut's solution](#)

**707.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sedmoklasnikut's solution](#)

**708.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**709.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Sedmoklasnikut's solution](#)

**710.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**711.**

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sedmoklasnikut's solution](#)

**712.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Sedmoklasnikut's solution](#)

**713.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sedmoklasnikut's solution](#)

**714.**

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Sedmoklasnikut's solution](#)

**715.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Sedmoklasnikut's solution](#)

**716.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Sedmoklasnikut's solution](#)

**717.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**718.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sedmoklasnikut's solution](#)

**719.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Sedmoklasnikut's solution](#)

**720.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**721.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sedmoklasnikut's solution](#)

**722.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sedmoklasnikut's solution](#)

**723.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Sedmoklasnikut's solution](#)

**724.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Sedmoklasnikut's solution](#)

**725.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**726.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Sedmoklasnikut's solution](#)

**727.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**728.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Sedmoklasnikut's solution](#)

**729.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Sedmoklasnikut's solution](#)

**730.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Sedmoklasnikut's solution](#)

**731.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Sedmoklasnikut's solution](#)

**732.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**733.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Sedmoklasnikut's solution](#)

**734.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Sedmoklasnikut's solution](#)

**735.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Sedmoklasnikut's solution](#)

**736.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Sedmoklasnikut's solution](#)

**737.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**738.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Sedmoklasnikut's solution](#)

**739.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sedmoklasnikut's solution](#)

**740.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Sedmoklasnikut's solution](#)

**741.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Sedmoklasnikut's solution](#)

**742.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Sedmoklasnikut's solution](#)

**743.**

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Sedmoklasnikut's solution](#)

**744.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Sedmoklasnikut's solution](#)

**745.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Sedmoklasnikut's solution](#)

**746.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[Sedmoklasnikut's solution](#)

**747.**

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[Sedmoklasnikut's solution](#)

**748.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**749.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy  
[Sedmoklasnikut's solution](#)

**750.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy  
[Sedmoklasnikut's solution](#)

**751.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**752.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees  
[Sedmoklasnikut's solution](#)

**753.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
[Sedmoklasnikut's solution](#)

**754.**

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[Sedmoklasnikut's solution](#)

**755.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math  
[Sedmoklasnikut's solution](#)

**756.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sedmoklasnikut's solution](#)

**757.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Sedmoklasnikut's solution](#)

**758.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-01 · last AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Sedmoklasnikut's solution](#)

**759.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Sedmoklasnikut's solution](#)

**760.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Sedmoklasnikut's solution](#)

**761.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sedmoklasnikut's solution](#)

**762.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Sedmoklasnikut's solution](#)

**763.**

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Sedmoklasnikut's solution](#)

**764.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sedmoklasnikut's solution](#)

**765.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**766.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**767.**

1433G

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

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Sedmoklasnikut's solution](#)

**768.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**769.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Sedmoklasnikut's solution](#)

**770.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Sedmoklasnikut's solution](#)

**771.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Sedmoklasnikut's solution](#)

**772.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**773.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sedmoklasnikut's solution](#)

**774.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Sedmoklasnikut's solution](#)

**775.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Sedmoklasnikut's solution](#)

**776.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[Sedmoklasnikut's solution](#)

**777.**

1860D

[Balanced String · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Sedmoklasnikut's solution](#)

**778.**

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers  
[Sedmoklasnikut's solution](#)

**779.**

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[Sedmoklasnikut's solution](#)

**780.**

1841E

[Fill the Matrix · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[Sedmoklasnikut's solution](#)

**781.**

1837E

[Playoff Fixing · Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees  
[Sedmoklasnikut's solution](#)

**782.**

1808E1

[Minibuses on Venus \(easy version\) · Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[Sedmoklasnikut's solution](#)

**783.**

1815C

[Between · Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[Sedmoklasnikut's solution](#)

**784.**

1806E

[Tree Master · Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[Sedmoklasnikut's solution](#)

**785.**

1717E

[Madoka and The Best University · Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Sedmoklasnikut's solution](#)

**786.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Sedmoklasnikut's solution](#)

**787.**

1785C

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

Rating: 2200 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sedmoklasnikut's solution](#)

**788.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Sedmoklasnikut's solution](#)

**789.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**790.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Sedmoklasnikut's solution](#)

**791.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Sedmoklasnikut's solution](#)

**792.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Sedmoklasnikut's solution](#)

**793.**

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Sedmoklasnikut's solution](#)

**794.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Sedmoklasnikut's solution](#)

**795.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Sedmoklasnikut's solution](#)

**796.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Sedmoklasnikut's solution](#)

**797.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Sedmoklasnikut's solution](#)

**798.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Sedmoklasnikut's solution](#)

**799.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Sedmoklasnikut's solution](#)

**800.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**801.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Sedmoklasnikut's solution](#)

**802.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Sedmoklasnikut's solution](#)

**803.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Sedmoklasnikut's solution](#)

**804.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Sedmoklasnikut's solution](#)

**805.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Sedmoklasnikut's solution](#)

**806.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Sedmoklasnikut's solution](#)

**807.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**808.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Sedmoklasnikut's solution](#)

**809.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**810.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Sedmoklasnikut's solution](#)

**811.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Sedmoklasnikut's solution](#)

**812.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Sedmoklasnikut's solution](#)

**813.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**814.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Sedmoklasnikut's solution](#)

**815.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sedmoklasnikut's solution](#)

**816.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**817.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Sedmoklasnikut's solution](#)

**818.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Sedmoklasnikut's solution](#)

**819.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sedmoklasnikut's solution](#)

**820.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Sedmoklasnikut's solution](#)

**821.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Sedmoklasnikut's solution](#)

**822.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Sedmoklasnikut's solution](#)

**823.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sedmoklasnikut's solution](#)

**824.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sedmoklasnikut's solution](#)

**825.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sedmoklasnikut's solution](#)

**826.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Sedmoklasnikut's solution](#)

**827.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sedmoklasnikut's solution](#)

**828.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Sedmoklasnikut's solution](#)

**829.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Sedmoklasnikut's solution](#)

**830.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Sedmoklasnikut's solution](#)

**831.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Sedmoklasnikut's solution](#)

**832.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Sedmoklasnikut's solution](#)

**833.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Sedmoklasnikut's solution](#)

**834.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Sedmoklasnikut's solution](#)

**835.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Sedmoklasnikut's solution](#)

**836.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Sedmoklasnikut's solution](#)

**837.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Sedmoklasnikut's solution](#)

**838.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sedmoklasnikut's solution](#)

**839.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Sedmoklasnikut's solution](#)

**840.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**841.**

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sedmoklasnikut's solution](#)

**842.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Sedmoklasnikut's solution](#)

**843.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Sedmoklasnikut's solution](#)

**844.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**845.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Sedmoklasnikut's solution](#)

**846.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Sedmoklasnikut's solution](#)

**847.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Sedmoklasnikut's solution](#)

**848.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Sedmoklasnikut's solution](#)

**849.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Sedmoklasnikut's solution](#)

**850.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Sedmoklasnikut's solution](#)

**851.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Sedmoklasnikut's solution](#)

**852.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[Sedmoklasnikut's solution](#)

**853.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Sedmoklasnikut's solution](#)

**854.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Sedmoklasnikut's solution](#)

**855.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sedmoklasnikut's solution](#)

**856.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Sedmoklasnikut's solution](#)

**857.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sedmoklasnikut's solution](#)

**858.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sedmoklasnikut's solution](#)

**859.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Sedmoklasnikut's solution](#)

**860.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**861.**

1451E2

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

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Sedmoklasnikut's solution](#)

**862.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Sedmoklasnikut's solution](#)

**863.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Sedmoklasnikut's solution](#)

**864.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**865.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Sedmoklasnikut's solution](#)

**866.**

1405E

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

Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Sedmoklasnikut's solution](#)

**867.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Sedmoklasnikut's solution](#)

**868.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Sedmoklasnikut's solution](#)

**869.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Sedmoklasnikut's solution](#)

**870.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Sedmoklasnikut's solution](#)

**871.**

1943D1

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

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

[Sedmoklasnikut's solution](#)

**872.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**873.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Sedmoklasnikut's solution](#)

**874.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Sedmoklasnikut's solution](#)

**875.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Sedmoklasnikut's solution](#)

**876.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Sedmoklasnikut's solution](#)

**877.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Sedmoklasnikut's solution](#)

**878.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Sedmoklasnikut's solution](#)

**879.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Sedmoklasnikut's solution](#)

**880.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Sedmoklasnikut's solution](#)

**881.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Sedmoklasnikut's solution](#)

**882.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Sedmoklasnikut's solution](#)

**883.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Sedmoklasnikut's solution](#)

**884.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Sedmoklasnikut's solution](#)

**885.**

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Sedmoklasnikut's solution](#)

**886.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Sedmoklasnikut's solution](#)

**887.**

866D

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

Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Sedmoklasnikut's solution](#)

**888.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Sedmoklasnikut's solution](#)

**889.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Sedmoklasnikut's solution](#)

**890.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**891.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Sedmoklasnikut's solution](#)

**892.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Sedmoklasnikut's solution](#)

**893.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Sedmoklasnikut's solution](#)

**894.**

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Sedmoklasnikut's solution](#)

**895.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Sedmoklasnikut's solution](#)

**896.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[Sedmoklasnikut's solution](#)

**897.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Sedmoklasnikut's solution](#)

**898.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Sedmoklasnikut's solution](#)

**899.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Sedmoklasnikut's solution](#)

**900.**

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**901.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sedmoklasnikut's solution](#)

**902.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Sedmoklasnikut's solution](#)

**903.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Sedmoklasnikut's solution](#)

**904.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Sedmoklasnikut's solution](#)

**905.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation

[Sedmoklasnikut's solution](#)

**906.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Sedmoklasnikut's solution](#)

**907.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Sedmoklasnikut's solution](#)

**908.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Sedmoklasnikut's solution](#)

**909.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**910.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Sedmoklasnikut's solution](#)

**911.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Sedmoklasnikut's solution](#)

**912.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Sedmoklasnikut's solution](#)

**913.**

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Sedmoklasnikut's solution](#)

**914.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Sedmoklasnikut's solution](#)

**915.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**916.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-10-11 · last AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Sedmoklasnikut's solution](#)

**917.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Sedmoklasnikut's solution](#)

**918.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Sedmoklasnikut's solution](#)

**919.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Sedmoklasnikut's solution](#)

**920.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Sedmoklasnikut's solution](#)

**921.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Sedmoklasnikut's solution](#)

**922.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Sedmoklasnikut's solution](#)

**923.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sedmoklasnikut's solution](#)

**924.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Sedmoklasnikut's solution](#)

**925.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**926.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sedmoklasnikut's solution](#)

**927.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Sedmoklasnikut's solution](#)

**928.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Sedmoklasnikut's solution](#)

**929.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sedmoklasnikut's solution](#)

**930.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sedmoklasnikut's solution](#)

**931.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**932.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Sedmoklasnikut's solution](#)

**933.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Sedmoklasnikut's solution](#)

**934.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sedmoklasnikut's solution](#)

**935.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**936.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Sedmoklasnikut's solution](#)

**937.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Sedmoklasnikut's solution](#)

**938.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Sedmoklasnikut's solution](#)

**939.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Sedmoklasnikut's solution](#)

**940.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sedmoklasnikut's solution](#)

**941.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**942.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Sedmoklasnikut's solution](#)

**943.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Sedmoklasnikut's solution](#)

**944.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sedmoklasnikut's solution](#)

**945.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sedmoklasnikut's solution](#)

**946.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Sedmoklasnikut's solution](#)

**947.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sedmoklasnikut's solution](#)

**948.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Sedmoklasnikut's solution](#)

**949.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**950.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Sedmoklasnikut's solution](#)

**951.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Sedmoklasnikut's solution](#)

**952.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Sedmoklasnikut's solution](#)

**953.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Sedmoklasnikut's solution](#)

**954.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**955.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Sedmoklasnikut's solution](#)

**956.**

1534F1

[Falling Sand \(Easy Version\) · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[Sedmoklasnikut's solution](#)

**957.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[Sedmoklasnikut's solution](#)

**958.**

628F

[Bear and Fair Set · Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[Sedmoklasnikut's solution](#)

**959.**

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search  
[Sedmoklasnikut's solution](#)

**960.**

609F

[Frogs and mosquitoes · Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Sedmoklasnikut's solution](#)

**961.**

1701F

[Points · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices  
[Sedmoklasnikut's solution](#)

**962.**

1701E

[Text Editor · Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
[Sedmoklasnikut's solution](#)

**963.**

1687C

[Sanae and Giant Robot · Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[Sedmoklasnikut's solution](#)

**964.**

1387B2

[Village \(Maximum\) · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees  
[Sedmoklasnikut's solution](#)

**965.**

1586F

[Defender of Childhood Dreams · Tutorial](#)

Rating: 2500 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[Sedmoklasnikut's solution](#)

**966.**

1562E

[Rescue Niwen! · Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Sedmoklasnikut's solution](#)

**967.**

1572B

[Xor of 3 · Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Sedmoklasnikut's solution](#)

**968.**

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Sedmoklasnikut's solution](#)

**969.**

1527E

[Partition Game · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-03 · last AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Sedmoklasnikut's solution](#)

**970.**

1529F

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Rating: 2500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Sedmoklasnikut's solution](#)

**971.**

508D

[Tanya and Password · Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Sedmoklasnikut's solution](#)

**972.**

484E

[Sign on Fence · Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Sedmoklasnikut's solution](#)

**973.**

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Sedmoklasnikut's solution](#)

**974.**

1994G

[Minecraft · Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sedmoklasnikut's solution](#)

**975.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sedmoklasnikut's solution](#)

**976.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[Sedmoklasnikut's solution](#)

**977.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[Sedmoklasnikut's solution](#)

**978.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Sedmoklasnikut's solution](#)

**979.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[Sedmoklasnikut's solution](#)

**980.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Sedmoklasnikut's solution](#)

**981.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[Sedmoklasnikut's solution](#)

**982.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees  
[Sedmoklasnikut's solution](#)

**983.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[Sedmoklasnikut's solution](#)

**984.**

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Sedmoklasnikut's solution](#)

**985.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Sedmoklasnikut's solution](#)

**986.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sedmoklasnikut's solution](#)

**987.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**988.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Sedmoklasnikut's solution](#)

**989.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Sedmoklasnikut's solution](#)

**990.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Sedmoklasnikut's solution](#)

**991.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Sedmoklasnikut's solution](#)

**992.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Sedmoklasnikut's solution](#)

**993.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Sedmoklasnikut's solution](#)

**994.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Sedmoklasnikut's solution](#)

**995.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Sedmoklasnikut's solution](#)

**996.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Sedmoklasnikut's solution](#)

**997.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Sedmoklasnikut's solution](#)

**998.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sedmoklasnikut's solution](#)

**999.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Sedmoklasnikut's solution](#)

**1000.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Sedmoklasnikut's solution](#)

**1001.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Sedmoklasnikut's solution](#)

**1002.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Sedmoklasnikut's solution](#)

**1003.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sedmoklasnikut's solution](#)

**1004.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Sedmoklasnikut's solution](#)

**1005.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Sedmoklasnikut's solution](#)

**1006.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees  
[Sedmoklasnikut's solution](#)

**1007.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu  
[Sedmoklasnikut's solution](#)

**1008.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[Sedmoklasnikut's solution](#)

**1009.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory  
[Sedmoklasnikut's solution](#)

**1010.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[Sedmoklasnikut's solution](#)

**1011.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers  
[Sedmoklasnikut's solution](#)

**1012.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-03-21 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[Sedmoklasnikut's solution](#)

**1013.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat  
[Sedmoklasnikut's solution](#)

**1014.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[Sedmoklasnikut's solution](#)

**1015.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[Sedmoklasnikut's solution](#)

**1016.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sedmoklasnikut's solution](#)

**1017.**

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sedmoklasnikut's solution](#)

**1018.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Sedmoklasnikut's solution](#)

**1019.**

1844F2

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

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Sedmoklasnikut's solution](#)

**1020.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

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**1021.**

1827D

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1810F

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**1023.**

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1404E

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**1025.**

620F

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**1026.**

1279F

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Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

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**1027.**

1592F2

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**1028.**

204E

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Quality: 1,434 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

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**1029.**

1525F

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**1030.**

1916F

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Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**1031.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**1032.**

724E

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Quality: 1,668 global accepts · Rating: 2900 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

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**1033.**

1920F2

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**1034.**

1844G

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**1035.**

566C

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Quality: 883 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

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**1036.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

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**1037.**

1801E

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**1038.**

1534F2

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Quality: 705 global accepts · Rating: 3000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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**1039.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

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**1040.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**1041.**

1810G

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**1042.**

101237G

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Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1043.**

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1044.**

102576C

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Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1045.**

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1046.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1047.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1048.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1049.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1050.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1051.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1052.**

103426E

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**1053.**

100551A

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**1054.**

102694C

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**1055.**

102694B

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**1056.**

102694A

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**1057.**

1302A

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Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1058.**

1302C

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102392I

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