

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

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# Unique solved — Seraphine

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

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

Filters: none

Count: 849

1.

1916A

[2023](#) · [Tutorial](#)

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

[Seraphine's solution](#)

2.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)

[Seraphine's solution](#)

3.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,327 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: [sortings](#)

[Seraphine's solution](#)

4.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

[Seraphine's solution](#)

5.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)

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6.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)

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7.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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8.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [sortings](#)

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9.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)

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**10.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**11.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[Seraphine's solution](#)

**12.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**13.**

1845A

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

Quality: 47,346 global accepts · Rating: 800 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
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**14.**

1831A

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

Quality: 46,299 global accepts · Rating: 800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**15.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
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**16.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
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**17.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**18.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
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**19.**

1783A

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

Quality: 48,716 global accepts · Rating: 800 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings  
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**20.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,453 global accepts · Rating: 800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry,

greedy, math

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**21.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**22.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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**23.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[Seraphine's solution](#)

**24.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**25.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,449 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**26.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**27.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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**28.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**29.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**30.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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**31.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,354 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**32.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**33.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Seraphine's solution](#)

**34.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**35.**

1624A

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

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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**36.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**37.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**38.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**39.**

1637A

[Sorting Parts](#) · [Tutorial](#)

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**40.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**41.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**42.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-26 · last AC: 2021-10-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**43.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math

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**44.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Seraphine's solution](#)

**45.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**46.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math

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**47.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**48.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**49.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**50.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

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**51.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-31 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**52.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

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**53.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**54.**

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**55.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**56.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**57.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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**58.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-17 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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**59.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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**60.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

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**61.**

1473A

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**62.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**63.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

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**64.**

1451A

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**65.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**66.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
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**67.**

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**68.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**69.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**70.**

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**71.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
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**72.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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**73.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**74.**

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**75.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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**76.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

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**77.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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**78.**

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**79.**

1194A

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Quality: 17,374 global accepts · Rating: 800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

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**80.**

1337A

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Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**81.**

1167A

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Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

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**82.**

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**83.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

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**84.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Seraphine's solution](#)

**85.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory  
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**86.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation  
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**87.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math  
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**88.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation, strings  
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**89.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings  
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**90.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · MS C++ (first AC) · Tags: implementation, math  
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**91.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[Seraphine's solution](#)

**92.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers  
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**93.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**94.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**95.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[Seraphine's solution](#)

**96.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**97.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**98.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**99.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,684 global accepts · Rating: 900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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**100.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,830 global accepts · Rating: 900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**101.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-02 · PyPy 3-64 (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**102.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Seraphine's solution](#)

**103.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Seraphine's solution](#)

**104.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Seraphine's solution](#)

**105.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Seraphine's solution](#)

**106.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Seraphine's solution](#)

**107.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**108.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Seraphine's solution](#)

**109.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**110.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Seraphine's solution](#)

**111.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Seraphine's solution](#)

**112.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**113.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Seraphine's solution](#)

**114.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**115.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**116.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**117.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**118.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**119.**

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Seraphine's solution](#)

**120.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[Seraphine's solution](#)

**121.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: math

[Seraphine's solution](#)

**122.**

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: implementation

[Seraphine's solution](#)

**123.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Seraphine's solution](#)

**124.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy

[Seraphine's solution](#)

**125.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**126.**

1313A

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

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

[Seraphine's solution](#)

**127.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[Seraphine's solution](#)

**128.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**129.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Seraphine's solution](#)

**130.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Seraphine's solution](#)

**131.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,372 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**132.**

1844B

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

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

[Seraphine's solution](#)

**133.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**134.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**135.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**136.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**137.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Seraphine's solution](#)

**138.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Seraphine's solution](#)

**139.**

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Seraphine's solution](#)

**140.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Seraphine's solution](#)

**141.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**142.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**143.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Seraphine's solution](#)

**144.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Seraphine's solution](#)

**145.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Seraphine's solution](#)

**146.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Seraphine's solution](#)

**147.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**148.**

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Seraphine's solution](#)

**149.**

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Seraphine's solution](#)

**150.**

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Seraphine's solution](#)

**151.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · last AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**152.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Seraphine's solution](#)

**153.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Seraphine's solution](#)

**154.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**155.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**156.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**157.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**158.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**159.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Seraphine's solution](#)

**160.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Seraphine's solution](#)

**161.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Seraphine's solution](#)

**162.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[Seraphine's solution](#)

**163.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[Seraphine's solution](#)

**164.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[Seraphine's solution](#)

**165.**

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · MS C++ (first AC) · Tags: greedy, implementation, sortings  
[Seraphine's solution](#)

**166.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[Seraphine's solution](#)

**167.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · last AC: 2023-11-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[Seraphine's solution](#)

**168.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[Seraphine's solution](#)

**169.**

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[Seraphine's solution](#)

**170.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Seraphine's solution](#)

**171.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Seraphine's solution](#)

**172.**

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**173.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**174.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**175.**

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Seraphine's solution](#)

**176.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Seraphine's solution](#)

**177.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Seraphine's solution](#)

**178.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Seraphine's solution](#)

**179.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Seraphine's solution](#)

**180.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**181.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Seraphine's solution](#)

**182.**

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Seraphine's solution](#)

**183.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**184.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Seraphine's solution](#)

**185.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Seraphine's solution](#)

**186.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Seraphine's solution](#)

**187.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Seraphine's solution](#)

**188.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**189.**

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Seraphine's solution](#)

**190.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**191.**

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Seraphine's solution](#)

**192.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Seraphine's solution](#)

**193.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**194.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Seraphine's solution](#)

**195.**

1366A

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

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Seraphine's solution](#)

**196.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Seraphine's solution](#)

**197.**

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**198.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**199.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Seraphine's solution](#)

**200.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Seraphine's solution](#)

**201.**

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[Seraphine's solution](#)

**202.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Seraphine's solution](#)

**203.**

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Seraphine's solution](#)

**204.**

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Seraphine's solution](#)

**205.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Seraphine's solution](#)

**206.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**207.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Seraphine's solution](#)

**208.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Seraphine's solution](#)

**209.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Seraphine's solution](#)

**210.**

1586B

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

Rating: 1200 · first AC: 2021-10-26 · last AC: 2021-10-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees

[Seraphine's solution](#)

**211.**

483C

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

Rating: 1200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Seraphine's solution](#)

**212.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Seraphine's solution](#)

**213.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Seraphine's solution](#)

**214.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Seraphine's solution](#)

**215.**

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Seraphine's solution](#)

**216.**

1527B1

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

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Seraphine's solution](#)

**217.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**218.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Seraphine's solution](#)

**219.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · last AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Seraphine's solution](#)

**220.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Seraphine's solution](#)

**221.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Seraphine's solution](#)

**222.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**223.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Seraphine's solution](#)

**224.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Seraphine's solution](#)

**225.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Seraphine's solution](#)

**226.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Seraphine's solution](#)

**227.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Seraphine's solution](#)

**228.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Seraphine's solution](#)

**229.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Seraphine's solution](#)

**230.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Seraphine's solution](#)

**231.**

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Seraphine's solution](#)

**232.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Seraphine's solution](#)

**233.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, math

[Seraphine's solution](#)

**234.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**235.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Seraphine's solution](#)

**236.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Seraphine's solution](#)

**237.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Seraphine's solution](#)

**238.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Seraphine's solution](#)

**239.**

1816C

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

Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Seraphine's solution](#)

**240.**

1694C

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

Rating: 1300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Seraphine's solution](#)

**241.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Seraphine's solution](#)

**242.**

1602C

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

Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[Seraphine's solution](#)

**243.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Seraphine's solution](#)

**244.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-22 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Seraphine's solution](#)

**245.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Seraphine's solution](#)

**246.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Seraphine's solution](#)

**247.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**248.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Seraphine's solution](#)

**249.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Seraphine's solution](#)

**250.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Seraphine's solution](#)

**251.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Seraphine's solution](#)

**252.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Seraphine's solution](#)

**253.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Seraphine's solution](#)

**254.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Seraphine's solution](#)

**255.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**256.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Seraphine's solution](#)

**257.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Seraphine's solution](#)

**258.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Seraphine's solution](#)

**259.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Seraphine's solution](#)

**260.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**261.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Seraphine's solution](#)

**262.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**263.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**264.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, implementation, strings  
[Seraphine's solution](#)

**265.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: binary search, math  
[Seraphine's solution](#)

**266.**

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[Seraphine's solution](#)

**267.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: greedy, sortings  
[Seraphine's solution](#)

**268.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[Seraphine's solution](#)

**269.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-13 · last AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[Seraphine's solution](#)

**270.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Seraphine's solution](#)

**271.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[Seraphine's solution](#)

**272.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[Seraphine's solution](#)

**273.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[Seraphine's solution](#)

**274.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings  
[Seraphine's solution](#)

**275.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Seraphine's solution](#)

**276.**

1825C

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

Rating: 1400 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[Seraphine's solution](#)

**277.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[Seraphine's solution](#)

**278.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[Seraphine's solution](#)

**279.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[Seraphine's solution](#)

**280.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[Seraphine's solution](#)

**281.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Seraphine's solution](#)

**282.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[Seraphine's solution](#)

**283.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Seraphine's solution](#)

**284.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, data structures, greedy, implementation

[Seraphine's solution](#)

**285.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Seraphine's solution](#)

**286.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Seraphine's solution](#)

**287.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Seraphine's solution](#)

**288.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**289.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Seraphine's solution](#)

**290.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Seraphine's solution](#)

**291.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: geometry

[Seraphine's solution](#)

**292.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-07 · last AC: 2020-04-07 · GNU C++11 (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**293.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: data structures, sortings

[Seraphine's solution](#)

**294.**

1312C

[Adding Powers](#) · [Tutorial](#)

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

[Seraphine's solution](#)

**295.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Seraphine's solution](#)

**296.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-13 · last AC: 2023-11-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[Seraphine's solution](#)

**297.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2023-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Seraphine's solution](#)

**298.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Seraphine's solution](#)

**299.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Seraphine's solution](#)

**300.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Seraphine's solution](#)

**301.**

1818C

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

Rating: 1500 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Seraphine's solution](#)

**302.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Seraphine's solution](#)

**303.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Seraphine's solution](#)

**304.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Seraphine's solution](#)

**305.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Seraphine's solution](#)

**306.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Seraphine's solution](#)

**307.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Seraphine's solution](#)

**308.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Seraphine's solution](#)

**309.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Seraphine's solution](#)

**310.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Seraphine's solution](#)

**311.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[Seraphine's solution](#)

**312.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seraphine's solution](#)

**313.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Seraphine's solution](#)

**314.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Seraphine's solution](#)

**315.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Seraphine's solution](#)

**316.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**317.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Seraphine's solution](#)

**318.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**319.**

1417C

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

Rating: 1500 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seraphine's solution](#)

**320.**

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Seraphine's solution](#)

**321.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Seraphine's solution](#)

**322.**

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Seraphine's solution](#)

**323.**

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Seraphine's solution](#)

**324.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[Seraphine's solution](#)

**325.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**326.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Seraphine's solution](#)

**327.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**328.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Seraphine's solution](#)

**329.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**330.**

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Seraphine's solution](#)

**331.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**332.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Seraphine's solution](#)

**333.**

1313C1

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

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

[Seraphine's solution](#)

**334.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Seraphine's solution](#)

**335.**

1301B

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

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

[Seraphine's solution](#)

**336.**

1300C

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

Rating: 1500 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**337.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**338.**

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Seraphine's solution](#)

**339.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Seraphine's solution](#)

**340.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Seraphine's solution](#)

**341.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Seraphine's solution](#)

**342.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Seraphine's solution](#)

**343.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Seraphine's solution](#)

**344.**

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Seraphine's solution](#)

**345.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Seraphine's solution](#)

**346.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**347.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Seraphine's solution](#)

**348.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Seraphine's solution](#)

**349.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Seraphine's solution](#)

**350.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Seraphine's solution](#)

**351.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Seraphine's solution](#)

**352.**

1802C

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

Rating: 1600 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Seraphine's solution](#)

**353.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Seraphine's solution](#)

**354.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**355.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Seraphine's solution](#)

**356.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Seraphine's solution](#)

**357.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**358.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Seraphine's solution](#)

**359.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Seraphine's solution](#)

**360.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Seraphine's solution](#)

**361.**

1529C

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

Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Seraphine's solution](#)

**362.**

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Seraphine's solution](#)

**363.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Seraphine's solution](#)

**364.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Seraphine's solution](#)

**365.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Seraphine's solution](#)

**366.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Seraphine's solution](#)

**367.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**368.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Seraphine's solution](#)

**369.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Seraphine's solution](#)

**370.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Seraphine's solution](#)

**371.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Seraphine's solution](#)

**372.**

1397C

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

Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Seraphine's solution](#)

**373.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Seraphine's solution](#)

**374.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Seraphine's solution](#)

**375.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Seraphine's solution](#)

**376.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Seraphine's solution](#)

**377.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · last AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Seraphine's solution](#)

**378.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**379.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seraphine's solution](#)

**380.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Seraphine's solution](#)

**381.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Seraphine's solution](#)

**382.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, math

[Seraphine's solution](#)

**383.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Seraphine's solution](#)

**384.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Seraphine's solution](#)

**385.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Seraphine's solution](#)

**386.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, math, two pointers

[Seraphine's solution](#)

**387.**

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Seraphine's solution](#)

**388.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Seraphine's solution](#)

**389.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Seraphine's solution](#)

**390.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Seraphine's solution](#)

**391.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Seraphine's solution](#)

**392.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Seraphine's solution](#)

**393.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Seraphine's solution](#)

**394.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Seraphine's solution](#)

**395.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seraphine's solution](#)

**396.**

1694D

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

Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Seraphine's solution](#)

**397.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Seraphine's solution](#)

**398.**

1586C

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

Rating: 1700 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Seraphine's solution](#)

**399.**

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Seraphine's solution](#)

**400.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Seraphine's solution](#)

**401.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory

[Seraphine's solution](#)

**402.**

1529D

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

Rating: 1700 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Seraphine's solution](#)

**403.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Seraphine's solution](#)

**404.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Seraphine's solution](#)

**405.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Seraphine's solution](#)

**406.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Seraphine's solution](#)

**407.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Seraphine's solution](#)

**408.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2020-08-28 · last AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seraphine's solution](#)

**409.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Seraphine's solution](#)

**410.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[Seraphine's solution](#)

**411.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Seraphine's solution](#)

**412.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Seraphine's solution](#)

**413.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Seraphine's solution](#)

**414.**

1330D

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

Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Seraphine's solution](#)

**415.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force

[Seraphine's solution](#)

**416.**

1321D

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

Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Seraphine's solution](#)

**417.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-31 · last AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive

algorithms, greedy, number theory

[Seraphine's solution](#)

**418.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Seraphine's solution](#)

**419.**

1312D

[Count the Arrays](#) · [Tutorial](#)

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

[Seraphine's solution](#)

**420.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-14 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Seraphine's solution](#)

**421.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Seraphine's solution](#)

**422.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Seraphine's solution](#)

**423.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Seraphine's solution](#)

**424.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Seraphine's solution](#)

**425.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Seraphine's solution](#)

**426.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Seraphine's solution](#)

**427.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Seraphine's solution](#)

**428.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Seraphine's solution](#)

**429.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Seraphine's solution](#)

**430.**

1825D1

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

Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Seraphine's solution](#)

**431.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Seraphine's solution](#)

**432.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**433.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Seraphine's solution](#)

**434.**

1586D

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

Rating: 1800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Seraphine's solution](#)

**435.**

1549D

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

Rating: 1800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Seraphine's solution](#)

**436.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Seraphine's solution](#)

**437.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Seraphine's solution](#)

**438.**

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[Seraphine's solution](#)

**439.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**440.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**441.**

1447D

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

Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Seraphine's solution](#)

**442.**

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Seraphine's solution](#)

**443.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[Seraphine's solution](#)

**444.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[Seraphine's solution](#)

**445.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Seraphine's solution](#)

**446.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Seraphine's solution](#)

**447.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Seraphine's solution](#)

**448.**

1330C

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

Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**449.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics

[Seraphine's solution](#)

**450.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: dp

[Seraphine's solution](#)

**451.**

1304D

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

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

[Seraphine's solution](#)

**452.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: geometry

[Seraphine's solution](#)

**453.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Seraphine's solution](#)

**454.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Seraphine's solution](#)

**455.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Seraphine's solution](#)

**456.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Seraphine's solution](#)

**457.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Seraphine's solution](#)

**458.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Seraphine's solution](#)

**459.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Seraphine's solution](#)

**460.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Seraphine's solution](#)

**461.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Seraphine's solution](#)

**462.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Seraphine's solution](#)

**463.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2020-06-03 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seraphine's solution](#)

**464.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Seraphine's solution](#)

**465.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Seraphine's solution](#)

**466.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Seraphine's solution](#)

**467.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Seraphine's solution](#)

**468.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Seraphine's solution](#)

**469.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Seraphine's solution](#)

**470.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Seraphine's solution](#)

**471.**

1509D

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

Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Seraphine's solution](#)

**472.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Seraphine's solution](#)

**473.**

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Seraphine's solution](#)

**474.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Seraphine's solution](#)

**475.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Seraphine's solution](#)

**476.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Seraphine's solution](#)

**477.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Seraphine's solution](#)

**478.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Seraphine's solution](#)

**479.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Seraphine's solution](#)

**480.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Seraphine's solution](#)

**481.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Seraphine's solution](#)

**482.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Seraphine's solution](#)

**483.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Seraphine's solution](#)

**484.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Seraphine's solution](#)

**485.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[Seraphine's solution](#)

**486.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[Seraphine's solution](#)

**487.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[Seraphine's solution](#)

**488.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Seraphine's solution](#)

**489.**

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Seraphine's solution](#)

**490.**

1831D

[The BOSS Can Count Pairs · Tutorial](#)

Rating: 2000 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math

[Seraphine's solution](#)

**491.**

1783D

[Different Arrays · Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Seraphine's solution](#)

**492.**

1816D

[Sum Graph · Tutorial](#)

Rating: 2000 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Seraphine's solution](#)

**493.**

1536D

[Omkar and Medians · Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Seraphine's solution](#)

**494.**

1521C

[Nastia and a Hidden Permutation · Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Seraphine's solution](#)

**495.**

1487E

[Cheap Dinner · Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Seraphine's solution](#)

**496.**

1481D

[AB Graph · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Seraphine's solution](#)

**497.**

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Seraphine's solution](#)

**498.**

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Seraphine's solution](#)

**499.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-14 · last AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Seraphine's solution](#)

**500.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Seraphine's solution](#)

**501.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Seraphine's solution](#)

**502.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Seraphine's solution](#)

**503.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Seraphine's solution](#)

**504.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · last AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Seraphine's solution](#)

**505.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[Seraphine's solution](#)

**506.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Seraphine's solution](#)

**507.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dp

[Seraphine's solution](#)

**508.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Seraphine's solution](#)

**509.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Seraphine's solution](#)

**510.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Seraphine's solution](#)

**511.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Seraphine's solution](#)

**512.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Seraphine's solution](#)

**513.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Seraphine's solution](#)

**514.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Seraphine's solution](#)

**515.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Seraphine's solution](#)

**516.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Seraphine's solution](#)

**517.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Seraphine's solution](#)

**518.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Seraphine's solution](#)

**519.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Seraphine's solution](#)

**520.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Seraphine's solution](#)

**521.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Seraphine's solution](#)

**522.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Seraphine's solution](#)

**523.**

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Seraphine's solution](#)

**524.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Seraphine's solution](#)

**525.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Seraphine's solution](#)

**526.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**527.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[Seraphine's solution](#)

**528.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Seraphine's solution](#)

**529.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Seraphine's solution](#)

**530.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Seraphine's solution](#)

**531.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Seraphine's solution](#)

**532.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Seraphine's solution](#)

**533.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[Seraphine's solution](#)

**534.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Seraphine's solution](#)

**535.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-04-10 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Seraphine's solution](#)

**536.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Seraphine's solution](#)

**537.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Seraphine's solution](#)

**538.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**539.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[Seraphine's solution](#)

**540.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings  
[Seraphine's solution](#)

**541.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[Seraphine's solution](#)

**542.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math  
[Seraphine's solution](#)

**543.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive  
[Seraphine's solution](#)

**544.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[Seraphine's solution](#)

**545.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers  
[Seraphine's solution](#)

**546.**

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[Seraphine's solution](#)

**547.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[Seraphine's solution](#)

**548.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[Seraphine's solution](#)

**549.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Seraphine's solution](#)

**550.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Seraphine's solution](#)

**551.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Seraphine's solution](#)

**552.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Seraphine's solution](#)

**553.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Seraphine's solution](#)

**554.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Seraphine's solution](#)

**555.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Seraphine's solution](#)

**556.**

1478F

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

Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[Seraphine's solution](#)

**557.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Seraphine's solution](#)

**558.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Seraphine's solution](#)

**559.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Seraphine's solution](#)

**560.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Seraphine's solution](#)

**561.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Seraphine's solution](#)

**562.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Seraphine's solution](#)

**563.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Seraphine's solution](#)

**564.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Seraphine's solution](#)

**565.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Seraphine's solution](#)

**566.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[Seraphine's solution](#)

**567.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seraphine's solution](#)

**568.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Seraphine's solution](#)

**569.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Seraphine's solution](#)

**570.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Seraphine's solution](#)

**571.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Seraphine's solution](#)

**572.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Seraphine's solution](#)

**573.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Seraphine's solution](#)

**574.**

1825D2

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

Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[Seraphine's solution](#)

**575.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Seraphine's solution](#)

**576.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Seraphine's solution](#)

**577.**

1694E

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

Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[Seraphine's solution](#)

**578.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Seraphine's solution](#)

**579.**

1602E

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

Rating: 2300 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Seraphine's solution](#)

**580.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Seraphine's solution](#)

**581.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Seraphine's solution](#)

**582.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Seraphine's solution](#)

**583.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Seraphine's solution](#)

**584.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Seraphine's solution](#)

**585.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Seraphine's solution](#)

**586.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Seraphine's solution](#)

**587.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Seraphine's solution](#)

**588.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[Seraphine's solution](#)

**589.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Seraphine's solution](#)

**590.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-02-06 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Seraphine's solution](#)

**591.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seraphine's solution](#)

**592.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Seraphine's solution](#)

**593.**

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Seraphine's solution](#)

**594.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Seraphine's solution](#)

**595.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Seraphine's solution](#)

**596.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Seraphine's solution](#)

**597.**

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seraphine's solution](#)

**598.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Seraphine's solution](#)

**599.**

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**600.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Seraphine's solution](#)

**601.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Seraphine's solution](#)

**602.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Seraphine's solution](#)

**603.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

[Seraphine's solution](#)

**604.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Seraphine's solution](#)

**605.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Seraphine's solution](#)

**606.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Seraphine's solution](#)

**607.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Seraphine's solution](#)

**608.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Seraphine's solution](#)

**609.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, implementation, interactive, trees

[Seraphine's solution](#)

**610.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Seraphine's solution](#)

**611.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Seraphine's solution](#)

**612.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Seraphine's solution](#)

**613.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[Seraphine's solution](#)

**614.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Seraphine's solution](#)

**615.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seraphine's solution](#)

**616.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Seraphine's solution](#)

**617.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Seraphine's solution](#)

**618.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Seraphine's solution](#)

**619.**

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Seraphine's solution](#)

**620.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-23 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Seraphine's solution](#)

**621.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Seraphine's solution](#)

**622.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Seraphine's solution](#)

**623.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Seraphine's solution](#)

**624.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Seraphine's solution](#)

**625.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[Seraphine's solution](#)

**626.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-07-16 · last AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seraphine's solution](#)

**627.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Seraphine's solution](#)

**628.**

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, shortest paths

[Seraphine's solution](#)

**629.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-04-11 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[Seraphine's solution](#)

**630.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Seraphine's solution](#)

**631.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Seraphine's solution](#)

**632.**

1825E

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

Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[Seraphine's solution](#)

**633.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Seraphine's solution](#)

**634.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Seraphine's solution](#)

**635.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Seraphine's solution](#)

**636.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Seraphine's solution](#)

**637.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Seraphine's solution](#)

**638.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Seraphine's solution](#)

**639.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Seraphine's solution](#)

**640.**

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Seraphine's solution](#)

**641.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[Seraphine's solution](#)

**642.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Seraphine's solution](#)

**643.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Seraphine's solution](#)

**644.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**645.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Seraphine's solution](#)

**646.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Seraphine's solution](#)

**647.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seraphine's solution](#)

**648.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Seraphine's solution](#)

**649.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Seraphine's solution](#)

**650.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**651.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Seraphine's solution](#)

**652.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-11-14 · last AC: 2026-02-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Seraphine's solution](#)

**653.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Seraphine's solution](#)

**654.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Seraphine's solution](#)

**655.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Seraphine's solution](#)

**656.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Seraphine's solution](#)

**657.**

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Seraphine's solution](#)

**658.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Seraphine's solution](#)

**659.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Seraphine's solution](#)

**660.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Seraphine's solution](#)

**661.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Seraphine's solution](#)

**662.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Seraphine's solution](#)

**663.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Seraphine's solution](#)

**664.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Seraphine's solution](#)

**665.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Seraphine's solution](#)

**666.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Seraphine's solution](#)

**667.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Seraphine's solution](#)

**668.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Seraphine's solution](#)

**669.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Seraphine's solution](#)

**670.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math  
[Seraphine's solution](#)

**671.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[Seraphine's solution](#)

**672.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[Seraphine's solution](#)

**673.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[Seraphine's solution](#)

**674.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures  
[Seraphine's solution](#)

**675.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
[Seraphine's solution](#)

**676.**

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees  
[Seraphine's solution](#)

**677.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings  
[Seraphine's solution](#)

**678.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-04-12 · last AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings  
[Seraphine's solution](#)

**679.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**680.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Seraphine's solution](#)

**681.**

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Seraphine's solution](#)

**682.**

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Seraphine's solution](#)

**683.**

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Seraphine's solution](#)

**684.**

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**685.**

104366D

[Concrete Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**686.**

104366E

[Triangle Pick](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**687.**

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**688.**

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**689.**

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**690.**

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**691.**

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**692.**

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**693.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**694.**

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**695.**

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**696.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**697.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**698.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**699.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**700.**

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**701.**

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**702.**

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**703.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**704.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · last AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**705.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**706.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**707.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**708.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**709.**

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**710.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · last AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**711.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · last AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**712.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · last AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**713.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**714.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**715.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**716.**

104095A

[sīYōzā!](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**717.**

103941A

[Mocha N Tūshī!](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**718.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**719.**

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**720.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**721.**

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**722.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**723.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**724.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**725.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**726.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**727.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**728.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**729.**

104025M

[Counting in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · last AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**730.**

104025L

[Fake Travelling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**731.**

104025H

[Happiness Index](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**732.**

104025D

[ZYW with BIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**733.**

104025G

[Get off work](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**734.**

104025B

[BIT Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**735.**

104025K

[ZYW with tutors](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**736.**

104025A

[Gifts in box](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**737.**

104025E

[Equal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**738.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**739.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**740.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · last AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**741.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**742.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**743.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**744.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**745.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**746.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**747.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**748.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**749.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**750.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**751.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**752.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**753.**

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Seraphine's solution](#)

**754.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**755.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**756.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**757.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**758.**

103447B

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

Rating: — · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**759.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**760.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Seraphine's solution](#)

**761.**

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**762.**

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · last AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**763.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**764.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**765.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**766.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**767.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seraphine's solution](#)

**768.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**769.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**770.**

103438A

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

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**771.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**772.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**773.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**774.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**775.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**776.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Seraphine's solution](#)

**777.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**778.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**779.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**780.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**781.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**782.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**783.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**784.**

102760I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**785.**

102760A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**786.**

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**787.**

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**788.**

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**789.**

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Seraphine's solution](#)

**790.**

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**791.**

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**792.**

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**793.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**794.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**795.**

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**796.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**797.**

102832D

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

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**798.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**799.**

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Seraphine's solution](#)

**800.**

102822H

[Hide and Seek](#) · [Tutorial](#)

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**801.**

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**802.**

102822J

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**803.**

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**804.**

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**805.**

102822D

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**806.**

101666H

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**807.**

101666G

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**808.**

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**811.**

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**812.**

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**813.**

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**814.**

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**815.**

101666C

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**816.**

101666F

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**817.**

102798C

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**818.**

102798B

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**819.**

102798L

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**820.**

102798G

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**821.**

102798H

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**822.**

102798D

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**823.**

102798A

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**824.**

103119L

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**825.**

103119F

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**826.**

103119G

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**827.**

103119D

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**828.**

103119A

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**829.**

102222G

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**830.**

102222F

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**831.**

102222B

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Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**832.**

102222H

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Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**833.**

102222A

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Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**834.**

102222C

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Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**835.**

102835I

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**836.**

102835C

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**837.**

102835E

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**838.**

102835H

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**839.**

102835F

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**840.**

102835B

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**841.**

102835M

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**842.**

102835A

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**843.**

102452C

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**844.**

101192G

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**845.**

102576E

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**846.**

101002H

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**847.**

102020I

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**848.**

102020L

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**849.**

102020M

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