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<https://cfelitetracker.vercel.app>

Unique solved — ShmilyTY

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

Sort: Problem rating · easier first

Filters: none

Count: 1,480

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[ShmilyTY's solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[ShmilyTY's solution](#)

4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[ShmilyTY's solution](#)

5.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

6.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

7.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2025-09-25 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

8.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

9.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[ShmilyTY's solution](#)

10.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ShmilyTY's solution](#)

11.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,044 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ShmilyTY's solution](#)

12.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,414 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[ShmilyTY's solution](#)

13.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

14.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ShmilyTY's solution](#)

15.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

16.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[ShmilyTY's solution](#)

17.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,339 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ShmilyTY's solution](#)

18.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

19.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

20.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

21.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[ShmilyTY's solution](#)

22.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ShmilyTY's solution](#)

23.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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24.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

25.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

26.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,687 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

27.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

28.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ShmilyTY's solution](#)

29.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ShmilyTY's solution](#)

30.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

31.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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32.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[ShmilyTY's solution](#)

33.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

34.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

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35.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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36.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ShmilyTY's solution](#)

37.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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38.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ShmilyTY's solution](#)

39.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

40.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[ShmilyTY's solution](#)

41.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

42.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
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43.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ShmilyTY's solution](#)

44.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[ShmilyTY's solution](#)

45.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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46.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ShmilyTY's solution](#)

47.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[ShmilyTY's solution](#)

48.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: strings
[ShmilyTY's solution](#)

49.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[ShmilyTY's solution](#)

50.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ShmilyTY's solution](#)

51.

1637A

[Sorting Parts](#) · [Tutorial](#)

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

52.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

53.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ShmilyTY's solution](#)

54.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

55.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

56.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ShmilyTY's solution](#)

57.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

58.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

59.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ShmilyTY's solution](#)

60.

1622A

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

Quality: 32,032 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ShmilyTY's solution](#)

61.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

62.

1619B

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

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[ShmilyTY's solution](#)

63.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,818 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

64.

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[ShmilyTY's solution](#)

65.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ShmilyTY's solution](#)

66.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

67.

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ShmilyTY's solution](#)

68.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

69.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

70.

1614A

[Divan and a Store](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

71.

1611B

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

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

[ShmilyTY's solution](#)

72.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

73.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

74.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

75.

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

76.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

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77.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ShmilyTY's solution](#)

78.

1574A

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

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

[ShmilyTY's solution](#)

79.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ShmilyTY's solution](#)

80.

1566A

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[ShmilyTY's solution](#)

81.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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82.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

83.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[ShmilyTY's solution](#)

84.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

85.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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86.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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87.

1560A

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

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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88.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings

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89.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

90.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: sortings, strings

[ShmilyTY's solution](#)

91.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

92.

1551A

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

Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

93.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

94.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

95.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

96.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

97.

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

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98.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: implementation, math

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99.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

100.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

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101.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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102.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

103.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

104.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

105.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ShmilyTY's solution](#)

106.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ShmilyTY's solution](#)

107.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

108.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

109.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ShmilyTY's solution](#)

110.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

111.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

112.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

113.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

114.

1513A

[Array and Peaks](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

115.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[ShmilyTY's solution](#)

116.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

117.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[ShmilyTY's solution](#)

118.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

119.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ShmilyTY's solution](#)

120.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-02-28 · last AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ShmilyTY's solution](#)

121.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

122.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

123.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: implementation, sortings

[ShmilyTY's solution](#)

124.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

125.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

126.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

127.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

128.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

129.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities

[ShmilyTY's solution](#)

130.

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: implementation, two pointers

[ShmilyTY's solution](#)

131.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

132.

1453A

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

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

133.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

134.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

135.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

136.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

137.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,956 global accepts · Rating: 800 · first AC: 2020-09-28 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

138.

1337A

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

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

139.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

140.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

141.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

142.

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

143.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

144.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[ShmilyTY's solution](#)

145.

1352A

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

Quality: 104,103 global accepts · Rating: 800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

146.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

147.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

148.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[ShmilyTY's solution](#)

149.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: geometry, math

[ShmilyTY's solution](#)

150.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[ShmilyTY's solution](#)

151.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

152.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

153.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

154.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[ShmilyTY's solution](#)

155.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

156.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,588 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

157.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ShmilyTY's solution](#)

158.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

159.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,873 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ShmilyTY's solution](#)

160.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force

[ShmilyTY's solution](#)

161.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

162.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[ShmilyTY's solution](#)

163.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: geometry, math

[ShmilyTY's solution](#)

164.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

165.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

166.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

167.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,939 global accepts · Rating: 800 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

168.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

169.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,120 global accepts · Rating: 800 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

170.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-07-19 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

171.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

172.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

173.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

174.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ShmilyTY's solution](#)

175.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

176.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

177.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

178.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

179.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

180.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

181.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[ShmilyTY's solution](#)

182.

1696B

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

Quality: 36,318 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

183.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

math, number theory

[ShmilyTY's solution](#)

184.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

185.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

186.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[ShmilyTY's solution](#)

187.

1610A

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

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

[ShmilyTY's solution](#)

188.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

189.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ShmilyTY's solution](#)

190.

1593B

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

Quality: 40,642 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[ShmilyTY's solution](#)

191.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

192.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,580 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ShmilyTY's solution](#)

193.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[ShmilyTY's solution](#)

194.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

195.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[ShmilyTY's solution](#)

196.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ShmilyTY's solution](#)

197.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

198.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

199.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[ShmilyTY's solution](#)

200.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, interactive

[ShmilyTY's solution](#)

201.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[ShmilyTY's solution](#)

202.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ShmilyTY's solution](#)

203.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

204.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[ShmilyTY's solution](#)

205.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[ShmilyTY's solution](#)

206.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-27 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: math, sortings
[ShmilyTY's solution](#)

207.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: implementation
[ShmilyTY's solution](#)

208.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ShmilyTY's solution](#)

209.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ShmilyTY's solution](#)

210.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[ShmilyTY's solution](#)

211.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, math
[ShmilyTY's solution](#)

212.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: math
[ShmilyTY's solution](#)

213.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[ShmilyTY's solution](#)

214.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: math
[ShmilyTY's solution](#)

215.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: math
[ShmilyTY's solution](#)

216.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,673 global accepts · Rating: 900 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: games

[ShmilyTY's solution](#)

217.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: brute force, data structures

[ShmilyTY's solution](#)

218.

1374B

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

Quality: 71,579 global accepts · Rating: 900 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

219.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

220.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ShmilyTY's solution](#)

221.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

222.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ShmilyTY's solution](#)

223.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ShmilyTY's solution](#)

224.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ShmilyTY's solution](#)

225.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

226.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

227.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

228.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,878 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[ShmilyTY's solution](#)

229.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

230.

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ShmilyTY's solution](#)

231.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[ShmilyTY's solution](#)

232.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[ShmilyTY's solution](#)

233.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[ShmilyTY's solution](#)

234.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[ShmilyTY's solution](#)

235.

1611C

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

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

[ShmilyTY's solution](#)

236.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

237.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[ShmilyTY's solution](#)

238.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ShmilyTY's solution](#)

239.

1598B

[Groups](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

240.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

241.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

242.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,932 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ShmilyTY's solution](#)

243.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[ShmilyTY's solution](#)

244.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

245.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

246.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

247.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: games, greedy

[ShmilyTY's solution](#)

248.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[ShmilyTY's solution](#)

249.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

250.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[ShmilyTY's solution](#)

251.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-22 · last AC: 2021-03-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[ShmilyTY's solution](#)

252.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

253.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[ShmilyTY's solution](#)

254.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ShmilyTY's solution](#)

255.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,139 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[ShmilyTY's solution](#)

256.

1474B

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

Quality: 40,323 global accepts · Rating: 1000 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ShmilyTY's solution](#)

257.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

258.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,843 global accepts · Rating: 1000 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

259.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

260.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

261.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-08-28 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[ShmilyTY's solution](#)

262.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[ShmilyTY's solution](#)

263.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, math

[ShmilyTY's solution](#)

264.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

265.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,078 global accepts · Rating: 1000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

266.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

267.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ShmilyTY's solution](#)

268.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,845 global accepts · Rating: 1000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

269.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

270.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[ShmilyTY's solution](#)

271.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ShmilyTY's solution](#)

272.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

273.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ShmilyTY's solution](#)

274.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

275.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ShmilyTY's solution](#)

276.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ShmilyTY's solution](#)

277.

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[ShmilyTY's solution](#)

278.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[ShmilyTY's solution](#)

279.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[ShmilyTY's solution](#)

280.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ShmilyTY's solution](#)

281.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ShmilyTY's solution](#)

282.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

283.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[ShmilyTY's solution](#)

284.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,400 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

285.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

286.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[ShmilyTY's solution](#)

287.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ShmilyTY's solution](#)

288.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

289.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

290.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[ShmilyTY's solution](#)

291.

1566D1

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

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

292.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings
[ShmilyTY's solution](#)

293.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, two pointers
[ShmilyTY's solution](#)

294.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ShmilyTY's solution](#)

295.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[ShmilyTY's solution](#)

296.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: implementation, sortings
[ShmilyTY's solution](#)

297.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[ShmilyTY's solution](#)

298.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math
[ShmilyTY's solution](#)

299.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,398 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[ShmilyTY's solution](#)

300.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[ShmilyTY's solution](#)

301.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[ShmilyTY's solution](#)

302.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math

[ShmilyTY's solution](#)

303.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[ShmilyTY's solution](#)

304.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

305.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[ShmilyTY's solution](#)

306.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[ShmilyTY's solution](#)

307.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[ShmilyTY's solution](#)

308.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[ShmilyTY's solution](#)

309.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

310.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

311.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

312.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

313.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: dp, games

[ShmilyTY's solution](#)

314.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[ShmilyTY's solution](#)

315.

1366A

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316.

1370B

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317.

1360C

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318.

46B

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319.

9C

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320.

990B

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321.

1000A

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322.

2190A

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323.

2174A

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Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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324.

466A

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325.

2161C

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Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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326.

2149D

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327.

2148E

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328.

2137D

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329.

2135A

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330.

2134C

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331.

2134B

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Quality: 20,869 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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332.

6C

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Quality: 17,475 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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333.

23A

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Quality: 6,303 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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334.

2123D

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335.

2121C

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[ShmilyTY's solution](#)

336.

2113B

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Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

337.

2118B

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Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

338.

1799B

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Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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339.

1738B

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Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ShmilyTY's solution](#)

340.

1681C

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341.

1656C

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Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ShmilyTY's solution](#)

342.

1657C

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Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

343.

1641A

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[ShmilyTY's solution](#)

344.

1637C

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[ShmilyTY's solution](#)

345.

1619C

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[ShmilyTY's solution](#)

346.

1608B

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[ShmilyTY's solution](#)

347.

1613C

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Quality: 29,709 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[ShmilyTY's solution](#)

348.

1586B

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

[ShmilyTY's solution](#)

349.

1598C

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350.

1578E

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351.

1559C

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352.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

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353.

1530C

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Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

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354.

1539C

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355.

1537C

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356.

1536B

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Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

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357.

612B

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358.

1527B1

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Quality: 34,397 global accepts · Rating: 1200 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games

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359.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

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360.

1514B

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Quality: 34,929 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

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361.

1510K

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362.

1504B

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Quality: 25,709 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ShmilyTY's solution](#)

363.

1497C1

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364.

1497B

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365.

47B

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366.

1496C

[Diamond Miner](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

367.

1491B

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368.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

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369.

1487B

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Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

370.

1485B

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371.

632A

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372.

1455B

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373.

1406B

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374.

1343C

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375.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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376.

1352C

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[ShmilyTY's solution](#)

377.

1352B

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378.

1355B

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379.

1355A

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380.

1375B

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[ShmilyTY's solution](#)

381.

1392C

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382.

1362B

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Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force

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383.

1399C

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Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

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384.

1354B

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Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

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385.

1363A

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[ShmilyTY's solution](#)

386.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

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387.

1369B

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Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[ShmilyTY's solution](#)

388.

431B

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Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

389.

1016B

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Quality: 10,150 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

390.

915B

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Quality: 8,400 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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391.

2145C

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Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

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392.

2152B

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[ShmilyTY's solution](#)

393.

2143C

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394.

2144C

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395.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ShmilyTY's solution](#)

396.

2129A

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Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ShmilyTY's solution](#)

397.

2124C

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[ShmilyTY's solution](#)

398.

2112C

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[ShmilyTY's solution](#)

399.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,204 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ShmilyTY's solution](#)

400.

2118C

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Quality: 18,476 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[ShmilyTY's solution](#)

401.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ShmilyTY's solution](#)

402.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[ShmilyTY's solution](#)

403.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ShmilyTY's solution](#)

404.

1638C

[Inversion Graph](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

405.

71B

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Quality: 5,273 global accepts · Rating: 1300 · first AC: 2022-02-02 · last AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

406.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[ShmilyTY's solution](#)

407.

1615B

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

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408.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[ShmilyTY's solution](#)

409.

1618D

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[ShmilyTY's solution](#)

410.

1591C

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Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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411.

1607D

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Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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412.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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413.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1300 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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414.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[ShmilyTY's solution](#)

415.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

416.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ShmilyTY's solution](#)

417.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[ShmilyTY's solution](#)

418.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ShmilyTY's solution](#)

419.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[ShmilyTY's solution](#)

420.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[ShmilyTY's solution](#)

421.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ShmilyTY's solution](#)

422.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ShmilyTY's solution](#)

423.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[ShmilyTY's solution](#)

424.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[ShmilyTY's solution](#)

425.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[ShmilyTY's solution](#)

426.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

427.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

428.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

429.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[ShmilyTY's solution](#)

430.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

431.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

432.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

433.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

434.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

435.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

436.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ShmilyTY's solution](#)

437.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

438.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

439.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

440.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: math, two pointers

[ShmilyTY's solution](#)

441.

1364B

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

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: greedy, two pointers

[ShmilyTY's solution](#)

442.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: math

[ShmilyTY's solution](#)

443.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[ShmilyTY's solution](#)

444.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

445.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

446.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ShmilyTY's solution](#)

447.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ShmilyTY's solution](#)

448.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[ShmilyTY's solution](#)

449.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[ShmilyTY's solution](#)

450.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ShmilyTY's solution](#)

451.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,118 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ShmilyTY's solution](#)

452.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,322 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[ShmilyTY's solution](#)

453.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ShmilyTY's solution](#)

454.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ShmilyTY's solution](#)

455.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

456.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[ShmilyTY's solution](#)

457.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ShmilyTY's solution](#)

458.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ShmilyTY's solution](#)

459.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy,

implementation, sortings

[ShmilyTY's solution](#)

460.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ShmilyTY's solution](#)

461.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[ShmilyTY's solution](#)

462.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ShmilyTY's solution](#)

463.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[ShmilyTY's solution](#)

464.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[ShmilyTY's solution](#)

465.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[ShmilyTY's solution](#)

466.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[ShmilyTY's solution](#)

467.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: brute force

[ShmilyTY's solution](#)

468.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ShmilyTY's solution](#)

469.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ShmilyTY's solution](#)

470.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[ShmilyTY's solution](#)

471.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[ShmilyTY's solution](#)

472.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[ShmilyTY's solution](#)

473.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[ShmilyTY's solution](#)

474.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ShmilyTY's solution](#)

475.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[ShmilyTY's solution](#)

476.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[ShmilyTY's solution](#)

477.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[ShmilyTY's solution](#)

478.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ShmilyTY's solution](#)

479.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ShmilyTY's solution](#)

480.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu
[ShmilyTY's solution](#)

481.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math
[ShmilyTY's solution](#)

482.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[ShmilyTY's solution](#)

483.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[ShmilyTY's solution](#)

484.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[ShmilyTY's solution](#)

485.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, math, number theory
[ShmilyTY's solution](#)

486.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
[ShmilyTY's solution](#)

487.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ShmilyTY's solution](#)

488.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: implementation, strings
[ShmilyTY's solution](#)

489.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ShmilyTY's solution](#)

490.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: games, math, number theory

[ShmilyTY's solution](#)

491.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[ShmilyTY's solution](#)

492.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[ShmilyTY's solution](#)

493.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

494.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[ShmilyTY's solution](#)

495.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[ShmilyTY's solution](#)

496.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

497.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

498.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[ShmilyTY's solution](#)

499.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ShmilyTY's solution](#)

500.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[ShmilyTY's solution](#)

501.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[ShmilyTY's solution](#)

502.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[ShmilyTY's solution](#)

503.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[ShmilyTY's solution](#)

504.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[ShmilyTY's solution](#)

505.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

506.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

507.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · last AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ShmilyTY's solution](#)

508.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ShmilyTY's solution](#)

509.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[ShmilyTY's solution](#)

510.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ShmilyTY's solution](#)

511.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ShmilyTY's solution](#)

512.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[ShmilyTY's solution](#)

513.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ShmilyTY's solution](#)

514.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

515.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ShmilyTY's solution](#)

516.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[ShmilyTY's solution](#)

517.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[ShmilyTY's solution](#)

518.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[ShmilyTY's solution](#)

519.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: greedy

[ShmilyTY's solution](#)

520.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

521.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[ShmilyTY's solution](#)

522.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[ShmilyTY's solution](#)

523.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[ShmilyTY's solution](#)

524.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[ShmilyTY's solution](#)

525.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[ShmilyTY's solution](#)

526.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

527.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ShmilyTY's solution](#)

528.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ShmilyTY's solution](#)

529.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-17 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ShmilyTY's solution](#)

530.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[ShmilyTY's solution](#)

531.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ShmilyTY's solution](#)

532.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ShmilyTY's solution](#)

533.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: combinatorics

[ShmilyTY's solution](#)

534.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: brute force, dp

[ShmilyTY's solution](#)

535.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[ShmilyTY's solution](#)

536.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ShmilyTY's solution](#)

537.

1418C

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

Quality: 28,131 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[ShmilyTY's solution](#)

538.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: binary search, implementation

[ShmilyTY's solution](#)

539.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[ShmilyTY's solution](#)

540.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

541.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

542.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ShmilyTY's solution](#)

543.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[ShmilyTY's solution](#)

544.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[ShmilyTY's solution](#)

545.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[ShmilyTY's solution](#)

546.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[ShmilyTY's solution](#)

547.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ShmilyTY's solution](#)

548.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[ShmilyTY's solution](#)

549.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[ShmilyTY's solution](#)

550.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, math

[ShmilyTY's solution](#)

551.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

552.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[ShmilyTY's solution](#)

553.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[ShmilyTY's solution](#)

554.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-03-01 · last AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

555.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[ShmilyTY's solution](#)

556.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2020-02-06 · last AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

557.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2020-11-15 · last AC: 2026-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ShmilyTY's solution](#)

558.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings

[ShmilyTY's solution](#)

559.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2025-08-19 · last AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ShmilyTY's solution](#)

560.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[ShmilyTY's solution](#)

561.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2025-08-18 · last AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ShmilyTY's solution](#)

562.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ShmilyTY's solution](#)

563.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ShmilyTY's solution](#)

564.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

565.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ShmilyTY's solution](#)

566.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ShmilyTY's solution](#)

567.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ShmilyTY's solution](#)

568.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

569.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

570.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ShmilyTY's solution](#)

571.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[ShmilyTY's solution](#)

572.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[ShmilyTY's solution](#)

573.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[ShmilyTY's solution](#)

574.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[ShmilyTY's solution](#)

575.

1610C

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

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ShmilyTY's solution](#)

576.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

577.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

578.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[ShmilyTY's solution](#)

579.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ShmilyTY's solution](#)

580.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ShmilyTY's solution](#)

581.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ShmilyTY's solution](#)

582.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[ShmilyTY's solution](#)

583.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

584.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[ShmilyTY's solution](#)

585.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

586.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-07-01 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[ShmilyTY's solution](#)

587.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dfs and similar

[ShmilyTY's solution](#)

588.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[ShmilyTY's solution](#)

589.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[ShmilyTY's solution](#)

590.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[ShmilyTY's solution](#)

591.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,730 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

592.

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ShmilyTY's solution](#)

593.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: greedy, number theory

[ShmilyTY's solution](#)

594.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ShmilyTY's solution](#)

595.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: dp, matrices

[ShmilyTY's solution](#)

596.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[ShmilyTY's solution](#)

597.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[ShmilyTY's solution](#)

598.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-03-29 · last AC: 2021-03-29 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

599.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[ShmilyTY's solution](#)

600.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

601.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, interactive

[ShmilyTY's solution](#)

602.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[ShmilyTY's solution](#)

603.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[ShmilyTY's solution](#)

604.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ShmilyTY's solution](#)

605.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[ShmilyTY's solution](#)

606.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ShmilyTY's solution](#)

607.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

608.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[ShmilyTY's solution](#)

609.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[ShmilyTY's solution](#)

610.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, dp, math

[ShmilyTY's solution](#)

611.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-08-20 · last AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ShmilyTY's solution](#)

612.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[ShmilyTY's solution](#)

613.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[ShmilyTY's solution](#)

614.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: math
[ShmilyTY's solution](#)

615.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,347 global accepts · Rating: 1600 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[ShmilyTY's solution](#)

616.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[ShmilyTY's solution](#)

617.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings
[ShmilyTY's solution](#)

618.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-17 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[ShmilyTY's solution](#)

619.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers
[ShmilyTY's solution](#)

620.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2020-03-15 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[ShmilyTY's solution](#)

621.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: expression parsing, greedy, strings
[ShmilyTY's solution](#)

622.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[ShmilyTY's solution](#)

623.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[ShmilyTY's solution](#)

624.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

625.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

626.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ShmilyTY's solution](#)

627.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ShmilyTY's solution](#)

628.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[ShmilyTY's solution](#)

629.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[ShmilyTY's solution](#)

630.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ShmilyTY's solution](#)

631.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ShmilyTY's solution](#)

632.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number

theory

[ShmilyTY's solution](#)

633.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ShmilyTY's solution](#)

634.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ShmilyTY's solution](#)

635.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ShmilyTY's solution](#)

636.

1687B

[Railway System](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

637.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[ShmilyTY's solution](#)

638.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[ShmilyTY's solution](#)

639.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ShmilyTY's solution](#)

640.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2022-02-02 · last AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

641.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

642.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[ShmilyTY's solution](#)

643.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2021-12-31 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

644.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[ShmilyTY's solution](#)

645.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

646.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[ShmilyTY's solution](#)

647.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[ShmilyTY's solution](#)

648.

1586C

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

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

[ShmilyTY's solution](#)

649.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[ShmilyTY's solution](#)

650.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

651.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ShmilyTY's solution](#)

652.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ShmilyTY's solution](#)

653.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[ShmilyTY's solution](#)

654.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[ShmilyTY's solution](#)

655.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[ShmilyTY's solution](#)

656.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

657.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-07-21 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[ShmilyTY's solution](#)

658.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[ShmilyTY's solution](#)

659.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

660.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[ShmilyTY's solution](#)

661.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

662.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ShmilyTY's solution](#)

663.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ShmilyTY's solution](#)

664.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ShmilyTY's solution](#)

665.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[ShmilyTY's solution](#)

666.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ShmilyTY's solution](#)

667.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

668.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, implementation

[ShmilyTY's solution](#)

669.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

670.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ShmilyTY's solution](#)

671.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ShmilyTY's solution](#)

672.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ShmilyTY's solution](#)

673.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ShmilyTY's solution](#)

674.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-27 · last AC: 2020-12-27 · GNU C++11 (first AC) · Tags: games, geometry, math

[ShmilyTY's solution](#)

675.

632C

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

Quality: 10,428 global accepts · Rating: 1700 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: sortings, strings

[ShmilyTY's solution](#)

676.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp, matrices

[ShmilyTY's solution](#)

677.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

678.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ShmilyTY's solution](#)

679.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ShmilyTY's solution](#)

680.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[ShmilyTY's solution](#)

681.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-31 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: binary search, math

[ShmilyTY's solution](#)

682.

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

683.

1393C

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

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

[ShmilyTY's solution](#)

684.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[ShmilyTY's solution](#)

685.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[ShmilyTY's solution](#)

686.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

687.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, math

[ShmilyTY's solution](#)

688.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ShmilyTY's solution](#)

689.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[ShmilyTY's solution](#)

690.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ShmilyTY's solution](#)

691.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[ShmilyTY's solution](#)

692.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ShmilyTY's solution](#)

693.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[ShmilyTY's solution](#)

694.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[ShmilyTY's solution](#)

695.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-02-23 · last AC: 2025-07-20 · GNU C++11 (first AC) · Tags: implementation, strings
[ShmilyTY's solution](#)

696.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[ShmilyTY's solution](#)

697.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ShmilyTY's solution](#)

698.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[ShmilyTY's solution](#)

699.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[ShmilyTY's solution](#)

700.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[ShmilyTY's solution](#)

701.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[ShmilyTY's solution](#)

702.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[ShmilyTY's solution](#)

703.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ShmilyTY's solution](#)

704.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[ShmilyTY's solution](#)

705.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

706.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ShmilyTY's solution](#)

707.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ShmilyTY's solution](#)

708.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ShmilyTY's solution](#)

709.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ShmilyTY's solution](#)

710.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ShmilyTY's solution](#)

711.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[ShmilyTY's solution](#)

712.

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2021-05-30 · last AC: 2021-11-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

713.

1586D

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

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

[ShmilyTY's solution](#)

714.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

715.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

716.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

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717.

1548B

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718.

1554D

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Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

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719.

1554C

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Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

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720.

665D

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Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[ShmilyTY's solution](#)

721.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ShmilyTY's solution](#)

722.

1552C

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723.

1534D

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Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

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724.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[ShmilyTY's solution](#)

725.

1063B

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Quality: 9,253 global accepts · Rating: 1800 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ShmilyTY's solution](#)

726.

200D

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Quality: 1,054 global accepts · Rating: 1800 · first AC: 2020-08-24 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[ShmilyTY's solution](#)

727.

161D

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[ShmilyTY's solution](#)

728.

1517D

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[ShmilyTY's solution](#)

729.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[ShmilyTY's solution](#)

730.

1501C

[Going Home](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

731.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ShmilyTY's solution](#)

732.

543A

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Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

733.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[ShmilyTY's solution](#)

734.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[ShmilyTY's solution](#)

735.

1396B

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Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-31 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ShmilyTY's solution](#)

736.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[ShmilyTY's solution](#)

737.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ShmilyTY's solution](#)

738.

255D

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Quality: 2,201 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[ShmilyTY's solution](#)

739.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[ShmilyTY's solution](#)

740.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-12-29 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[ShmilyTY's solution](#)

741.

87B

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Quality: 1,265 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation, strings

[ShmilyTY's solution](#)

742.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[ShmilyTY's solution](#)

743.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ShmilyTY's solution](#)

744.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: binary search, brute force

[ShmilyTY's solution](#)

745.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2020-03-08 · last AC: 2020-03-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[ShmilyTY's solution](#)

746.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[ShmilyTY's solution](#)

747.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-02-06 · last AC: 2020-02-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[ShmilyTY's solution](#)

748.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

749.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[ShmilyTY's solution](#)

750.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ShmilyTY's solution](#)

751.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[ShmilyTY's solution](#)

752.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

753.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[ShmilyTY's solution](#)

754.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory
[ShmilyTY's solution](#)

755.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[ShmilyTY's solution](#)

756.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ShmilyTY's solution](#)

757.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[ShmilyTY's solution](#)

758.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ShmilyTY's solution](#)

759.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: matrices
[ShmilyTY's solution](#)

760.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[ShmilyTY's solution](#)

761.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings
[ShmilyTY's solution](#)

762.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[ShmilyTY's solution](#)

763.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

764.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ShmilyTY's solution](#)

765.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

766.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[ShmilyTY's solution](#)

767.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ShmilyTY's solution](#)

768.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ShmilyTY's solution](#)

769.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[ShmilyTY's solution](#)

770.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ShmilyTY's solution](#)

771.

1656D

[K-good](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

772.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[ShmilyTY's solution](#)

773.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

774.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

775.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[ShmilyTY's solution](#)

776.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[ShmilyTY's solution](#)

777.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[ShmilyTY's solution](#)

778.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[ShmilyTY's solution](#)

779.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ShmilyTY's solution](#)

780.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[ShmilyTY's solution](#)

781.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[ShmilyTY's solution](#)

782.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ShmilyTY's solution](#)

783.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ShmilyTY's solution](#)

784.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[ShmilyTY's solution](#)

785.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ShmilyTY's solution](#)

786.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

787.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[ShmilyTY's solution](#)

788.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ShmilyTY's solution](#)

789.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[ShmilyTY's solution](#)

790.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

791.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[ShmilyTY's solution](#)

792.

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[ShmilyTY's solution](#)

793.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[ShmilyTY's solution](#)

794.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

[ShmilyTY's solution](#)

795.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[ShmilyTY's solution](#)

796.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[ShmilyTY's solution](#)

797.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-04-03 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ShmilyTY's solution](#)

798.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games

[ShmilyTY's solution](#)

799.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ShmilyTY's solution](#)

800.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive

[ShmilyTY's solution](#)

801.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

802.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

803.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[ShmilyTY's solution](#)

804.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

805.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ShmilyTY's solution](#)

806.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[ShmilyTY's solution](#)

807.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ShmilyTY's solution](#)

808.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[ShmilyTY's solution](#)

809.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[ShmilyTY's solution](#)

810.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2020-08-18 · last AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings, strings

[ShmilyTY's solution](#)

811.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[ShmilyTY's solution](#)

812.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[ShmilyTY's solution](#)

813.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[ShmilyTY's solution](#)

814.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

815.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[ShmilyTY's solution](#)

816.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[ShmilyTY's solution](#)

817.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ShmilyTY's solution](#)

818.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ShmilyTY's solution](#)

819.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ShmilyTY's solution](#)

820.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ShmilyTY's solution](#)

821.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ShmilyTY's solution](#)

822.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[ShmilyTY's solution](#)

823.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ShmilyTY's solution](#)

824.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[ShmilyTY's solution](#)

825.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp

[ShmilyTY's solution](#)

826.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[ShmilyTY's solution](#)

827.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[ShmilyTY's solution](#)

828.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ShmilyTY's solution](#)

829.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ShmilyTY's solution](#)

830.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ShmilyTY's solution](#)

831.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[ShmilyTY's solution](#)

832.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ShmilyTY's solution](#)

833.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

834.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

835.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

836.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ShmilyTY's solution](#)

837.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ShmilyTY's solution](#)

838.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[ShmilyTY's solution](#)

839.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[ShmilyTY's solution](#)

840.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[ShmilyTY's solution](#)

841.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[ShmilyTY's solution](#)

842.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[ShmilyTY's solution](#)

843.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ShmilyTY's solution](#)

844.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[ShmilyTY's solution](#)

845.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[ShmilyTY's solution](#)

846.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ShmilyTY's solution](#)

847.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ShmilyTY's solution](#)

848.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[ShmilyTY's solution](#)

849.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[ShmilyTY's solution](#)

850.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[ShmilyTY's solution](#)

851.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ShmilyTY's solution](#)

852.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ShmilyTY's solution](#)

853.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[ShmilyTY's solution](#)

854.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[ShmilyTY's solution](#)

855.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[ShmilyTY's solution](#)

856.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[ShmilyTY's solution](#)

857.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[ShmilyTY's solution](#)

858.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ShmilyTY's solution](#)

859.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ShmilyTY's solution](#)

860.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[ShmilyTY's solution](#)

861.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ShmilyTY's solution](#)

862.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ShmilyTY's solution](#)

863.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[ShmilyTY's solution](#)

864.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ShmilyTY's solution](#)

865.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[ShmilyTY's solution](#)

866.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[ShmilyTY's solution](#)

867.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[ShmilyTY's solution](#)

868.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ShmilyTY's solution](#)

869.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings

[ShmilyTY's solution](#)

870.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[ShmilyTY's solution](#)

871.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ShmilyTY's solution](#)

872.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ShmilyTY's solution](#)

873.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[ShmilyTY's solution](#)

874.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ShmilyTY's solution](#)

875.

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

876.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: brute force, dp

[ShmilyTY's solution](#)

877.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[ShmilyTY's solution](#)

878.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[ShmilyTY's solution](#)

879.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ShmilyTY's solution](#)

880.

1426F

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

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[ShmilyTY's solution](#)

881.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-09-12 · last AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ShmilyTY's solution](#)

882.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ShmilyTY's solution](#)

883.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[ShmilyTY's solution](#)

884.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, strings

[ShmilyTY's solution](#)

885.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ShmilyTY's solution](#)

886.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

887.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ShmilyTY's solution](#)

888.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[ShmilyTY's solution](#)

889.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ShmilyTY's solution](#)

890.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[ShmilyTY's solution](#)

891.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[ShmilyTY's solution](#)

892.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ShmilyTY's solution](#)

893.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ShmilyTY's solution](#)

894.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ShmilyTY's solution](#)

895.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ShmilyTY's solution](#)

896.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ShmilyTY's solution](#)

897.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ShmilyTY's solution](#)

898.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[ShmilyTY's solution](#)

899.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ShmilyTY's solution](#)

900.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ShmilyTY's solution](#)

901.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ShmilyTY's solution](#)

902.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ShmilyTY's solution](#)

903.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ShmilyTY's solution](#)

904.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[ShmilyTY's solution](#)

905.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[ShmilyTY's solution](#)

906.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[ShmilyTY's solution](#)

907.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-07-30 · last AC: 2022-11-09 · GNU C++11 (first AC) · Tags: data structures, dp, math
[ShmilyTY's solution](#)

908.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[ShmilyTY's solution](#)

909.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[ShmilyTY's solution](#)

910.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[ShmilyTY's solution](#)

911.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[ShmilyTY's solution](#)

912.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[ShmilyTY's solution](#)

913.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[ShmilyTY's solution](#)

914.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

915.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[ShmilyTY's solution](#)

916.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ShmilyTY's solution](#)

917.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[ShmilyTY's solution](#)

918.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[ShmilyTY's solution](#)

919.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ShmilyTY's solution](#)

920.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[ShmilyTY's solution](#)

921.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[ShmilyTY's solution](#)

922.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ShmilyTY's solution](#)

923.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ShmilyTY's solution](#)

924.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-09-24 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ShmilyTY's solution](#)

925.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ShmilyTY's solution](#)

926.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[ShmilyTY's solution](#)

927.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[ShmilyTY's solution](#)

928.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[ShmilyTY's solution](#)

929.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2021-07-28 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[ShmilyTY's solution](#)

930.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[ShmilyTY's solution](#)

931.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ShmilyTY's solution](#)

932.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ShmilyTY's solution](#)

933.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[ShmilyTY's solution](#)

934.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2021-06-30 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[ShmilyTY's solution](#)

935.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[ShmilyTY's solution](#)

936.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[ShmilyTY's solution](#)

937.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

938.

1511E

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

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[ShmilyTY's solution](#)

939.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-05 · last AC: 2021-04-07 · GNU C++11 (first AC) · Tags: —

[ShmilyTY's solution](#)

940.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: dp, math, number theory

[ShmilyTY's solution](#)

941.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

942.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[ShmilyTY's solution](#)

943.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ShmilyTY's solution](#)

944.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ShmilyTY's solution](#)

945.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[ShmilyTY's solution](#)

946.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[ShmilyTY's solution](#)

947.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[ShmilyTY's solution](#)

948.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[ShmilyTY's solution](#)

949.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[ShmilyTY's solution](#)

950.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[ShmilyTY's solution](#)

951.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ShmilyTY's solution](#)

952.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[ShmilyTY's solution](#)

953.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[ShmilyTY's solution](#)

954.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ShmilyTY's solution](#)

955.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[ShmilyTY's solution](#)

956.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[ShmilyTY's solution](#)

957.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[ShmilyTY's solution](#)

958.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[ShmilyTY's solution](#)

959.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[ShmilyTY's solution](#)

960.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[ShmilyTY's solution](#)

961.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ShmilyTY's solution](#)

962.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

brute force, data structures, divide and conquer, implementation

[ShmilyTY's solution](#)

963.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ShmilyTY's solution](#)

964.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[ShmilyTY's solution](#)

965.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[ShmilyTY's solution](#)

966.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[ShmilyTY's solution](#)

967.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[ShmilyTY's solution](#)

968.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[ShmilyTY's solution](#)

969.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ShmilyTY's solution](#)

970.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ShmilyTY's solution](#)

971.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ShmilyTY's solution](#)

972.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ShmilyTY's solution](#)

973.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

974.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ShmilyTY's solution](#)

975.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[ShmilyTY's solution](#)

976.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[ShmilyTY's solution](#)

977.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ShmilyTY's solution](#)

978.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[ShmilyTY's solution](#)

979.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[ShmilyTY's solution](#)

980.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[ShmilyTY's solution](#)

981.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-07-21 · last AC: 2021-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[ShmilyTY's solution](#)

982.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[ShmilyTY's solution](#)

983.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[ShmilyTY's solution](#)

984.

1586E

[Moment of Bloom](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

985.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[ShmilyTY's solution](#)

986.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ShmilyTY's solution](#)

987.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ShmilyTY's solution](#)

988.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[ShmilyTY's solution](#)

989.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ShmilyTY's solution](#)

990.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[ShmilyTY's solution](#)

991.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ShmilyTY's solution](#)

992.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ShmilyTY's solution](#)

993.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[ShmilyTY's solution](#)

994.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ShmilyTY's solution](#)

995.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[ShmilyTY's solution](#)

996.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ShmilyTY's solution](#)

997.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ShmilyTY's solution](#)

998.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, trees

[ShmilyTY's solution](#)

999.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1000.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

1001.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ShmilyTY's solution](#)

1002.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[ShmilyTY's solution](#)

1003.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-07-01 · last AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ShmilyTY's solution](#)

1004.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[ShmilyTY's solution](#)

1005.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ShmilyTY's solution](#)

1006.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[ShmilyTY's solution](#)

1007.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[ShmilyTY's solution](#)

1008.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2021-05-12 · last AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[ShmilyTY's solution](#)

1009.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ShmilyTY's solution](#)

1010.

1504E

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

Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[ShmilyTY's solution](#)

1011.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[ShmilyTY's solution](#)

1012.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: implementation

[ShmilyTY's solution](#)

1013.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ShmilyTY's solution](#)

1014.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ShmilyTY's solution](#)

1015.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,389 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[ShmilyTY's solution](#)

1016.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ShmilyTY's solution](#)

1017.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-28 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[ShmilyTY's solution](#)

1018.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: dp, strings

[ShmilyTY's solution](#)

1019.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[ShmilyTY's solution](#)

1020.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

1021.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[ShmilyTY's solution](#)

1022.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-06-16 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ShmilyTY's solution](#)

1023.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[ShmilyTY's solution](#)

1024.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[ShmilyTY's solution](#)

1025.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[ShmilyTY's solution](#)

1026.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ShmilyTY's solution](#)

1027.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ShmilyTY's solution](#)

1028.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ShmilyTY's solution](#)

1029.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-27 · last AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ShmilyTY's solution](#)

1030.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ShmilyTY's solution](#)

1031.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

1032.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[ShmilyTY's solution](#)

1033.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ShmilyTY's solution](#)

1034.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ShmilyTY's solution](#)

1035.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[ShmilyTY's solution](#)

1036.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[ShmilyTY's solution](#)

1037.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-25 · last AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[ShmilyTY's solution](#)

1038.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[ShmilyTY's solution](#)

1039.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1040.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1041.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ShmilyTY's solution](#)

1042.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ShmilyTY's solution](#)

1043.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ShmilyTY's solution](#)

1044.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[ShmilyTY's solution](#)

1045.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[ShmilyTY's solution](#)

1046.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ShmilyTY's solution](#)

1047.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ShmilyTY's solution](#)

1048.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[ShmilyTY's solution](#)

1049.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ShmilyTY's solution](#)

1050.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[ShmilyTY's solution](#)

1051.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[ShmilyTY's solution](#)

1052.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1053.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ShmilyTY's solution](#)

1054.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[ShmilyTY's solution](#)

1055.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: string suffix structures

[ShmilyTY's solution](#)

1056.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[ShmilyTY's solution](#)

1057.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ShmilyTY's solution](#)

1058.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[ShmilyTY's solution](#)

1059.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: —

[ShmilyTY's solution](#)

1060.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-27 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ShmilyTY's solution](#)

1061.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[ShmilyTY's solution](#)

1062.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ShmilyTY's solution](#)

1063.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[ShmilyTY's solution](#)

1064.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ShmilyTY's solution](#)

1065.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[ShmilyTY's solution](#)

1066.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ShmilyTY's solution](#)

1067.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ShmilyTY's solution](#)

1068.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[ShmilyTY's solution](#)

1069.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-06-16 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ShmilyTY's solution](#)

1070.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ShmilyTY's solution](#)

1071.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-11-24 · last AC: 2026-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1072.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-12-06 · last AC: 2026-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ShmilyTY's solution](#)**1073.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-11-08 · last AC: 2026-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ShmilyTY's solution](#)**1074.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ShmilyTY's solution](#)**1075.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[ShmilyTY's solution](#)**1076.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[ShmilyTY's solution](#)**1077.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ShmilyTY's solution](#)**1078.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ShmilyTY's solution](#)**1079.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ShmilyTY's solution](#)**1080.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[ShmilyTY's solution](#)**1081.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ShmilyTY's solution](#)

1082.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[ShmilyTY's solution](#)

1083.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[ShmilyTY's solution](#)

1084.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ShmilyTY's solution](#)

1085.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[ShmilyTY's solution](#)

1086.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[ShmilyTY's solution](#)

1087.

1750E

[Bracket Cost](#) · [Tutorial](#)

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

[ShmilyTY's solution](#)

1088.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ShmilyTY's solution](#)

1089.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[ShmilyTY's solution](#)

1090.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[ShmilyTY's solution](#)

1091.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[ShmilyTY's solution](#)

1092.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ShmilyTY's solution](#)

1093.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ShmilyTY's solution](#)

1094.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ShmilyTY's solution](#)

1095.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ShmilyTY's solution](#)

1096.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ShmilyTY's solution](#)

1097.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[ShmilyTY's solution](#)

1098.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ShmilyTY's solution](#)

1099.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ShmilyTY's solution](#)

1100.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[ShmilyTY's solution](#)

1101.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1102.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[ShmilyTY's solution](#)

1103.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[ShmilyTY's solution](#)

1104.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[ShmilyTY's solution](#)

1105.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ShmilyTY's solution](#)

1106.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[ShmilyTY's solution](#)

1107.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ShmilyTY's solution](#)

1108.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ShmilyTY's solution](#)

1109.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[ShmilyTY's solution](#)

1110.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[ShmilyTY's solution](#)

1111.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ShmilyTY's solution](#)

1112.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ShmilyTY's solution](#)

1113.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[ShmilyTY's solution](#)

1114.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[ShmilyTY's solution](#)

1115.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ShmilyTY's solution](#)

1116.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ShmilyTY's solution](#)

1117.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ShmilyTY's solution](#)

1118.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[ShmilyTY's solution](#)

1119.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[ShmilyTY's solution](#)

1120.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ShmilyTY's solution](#)

1121.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[ShmilyTY's solution](#)

1122.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[ShmilyTY's solution](#)

1123.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ShmilyTY's solution](#)

1124.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[ShmilyTY's solution](#)

1125.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[ShmilyTY's solution](#)

1126.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[ShmilyTY's solution](#)

1127.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ShmilyTY's solution](#)

1128.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

1129.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1130.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-01-02 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ShmilyTY's solution](#)

1131.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ShmilyTY's solution](#)

1132.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[ShmilyTY's solution](#)

1133.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[ShmilyTY's solution](#)

1134.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings
[ShmilyTY's solution](#)

1135.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2021-02-02 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices
[ShmilyTY's solution](#)

1136.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[ShmilyTY's solution](#)

1137.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures
[ShmilyTY's solution](#)

1138.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[ShmilyTY's solution](#)

1139.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[ShmilyTY's solution](#)

1140.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[ShmilyTY's solution](#)

1141.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · last AC: 2026-04-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[ShmilyTY's solution](#)

1142.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ShmilyTY's solution](#)

1143.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ShmilyTY's solution](#)

1144.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[ShmilyTY's solution](#)

1145.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

1146.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1147.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ShmilyTY's solution](#)

1148.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ShmilyTY's solution](#)

1149.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ShmilyTY's solution](#)

1150.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ShmilyTY's solution](#)

1151.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ShmilyTY's solution](#)

1152.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ShmilyTY's solution](#)

1153.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[ShmilyTY's solution](#)

1154.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ShmilyTY's solution](#)

1155.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[ShmilyTY's solution](#)

1156.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ShmilyTY's solution](#)

1157.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ShmilyTY's solution](#)

1158.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[ShmilyTY's solution](#)

1159.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-11-18 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[ShmilyTY's solution](#)

1160.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[ShmilyTY's solution](#)

1161.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ShmilyTY's solution](#)

1162.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ShmilyTY's solution](#)

1163.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ShmilyTY's solution](#)

1164.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

1165.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ShmilyTY's solution](#)

1166.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ShmilyTY's solution](#)

1167.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ShmilyTY's solution](#)

1168.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ShmilyTY's solution](#)

1169.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[ShmilyTY's solution](#)

1170.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[ShmilyTY's solution](#)

1171.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[ShmilyTY's solution](#)

1172.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ShmilyTY's solution](#)

1173.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[ShmilyTY's solution](#)

1174.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[ShmilyTY's solution](#)

1175.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[ShmilyTY's solution](#)

1176.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[ShmilyTY's solution](#)

1177.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ShmilyTY's solution](#)

1178.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-05-27 · last AC: 2021-10-30 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ShmilyTY's solution](#)

1179.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ShmilyTY's solution](#)

1180.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-17 · last AC: 2021-10-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[ShmilyTY's solution](#)

1181.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[ShmilyTY's solution](#)

1182.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[ShmilyTY's solution](#)

1183.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

1184.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[ShmilyTY's solution](#)

1185.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ShmilyTY's solution](#)

1186.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[ShmilyTY's solution](#)

1187.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[ShmilyTY's solution](#)

1188.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ShmilyTY's solution](#)

1189.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[ShmilyTY's solution](#)

1190.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ShmilyTY's solution](#)

1191.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ShmilyTY's solution](#)

1192.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[ShmilyTY's solution](#)

1193.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ShmilyTY's solution](#)

1194.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ShmilyTY's solution](#)

1195.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ShmilyTY's solution](#)

1196.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ShmilyTY's solution](#)

1197.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: flows, graphs

[ShmilyTY's solution](#)

1198.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[ShmilyTY's solution](#)

1199.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[ShmilyTY's solution](#)

1200.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-12-06 · last AC: 2026-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[ShmilyTY's solution](#)

1201.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[ShmilyTY's solution](#)

1202.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graphs, greedy, math, number theory

[ShmilyTY's solution](#)

1203.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-08 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ShmilyTY's solution](#)

1204.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ShmilyTY's solution](#)

1205.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[ShmilyTY's solution](#)

1206.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[ShmilyTY's solution](#)

1207.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[ShmilyTY's solution](#)

1208.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ShmilyTY's solution](#)

1209.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ShmilyTY's solution](#)

1210.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[ShmilyTY's solution](#)

1211.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-09-03 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1212.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, trees

[ShmilyTY's solution](#)

1213.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[ShmilyTY's solution](#)

1214.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-05-02 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ShmilyTY's solution](#)

1215.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

1216.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

1217.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[ShmilyTY's solution](#)

1218.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[ShmilyTY's solution](#)

1219.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[ShmilyTY's solution](#)

1220.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[ShmilyTY's solution](#)

1221.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-12-10 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ShmilyTY's solution](#)

1222.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ShmilyTY's solution](#)

1223.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[ShmilyTY's solution](#)

1224.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[ShmilyTY's solution](#)

1225.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-08-30 · last AC: 2021-12-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[ShmilyTY's solution](#)

1226.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[ShmilyTY's solution](#)

1227.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ShmilyTY's solution](#)

1228.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · last AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ShmilyTY's solution](#)

1229.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[ShmilyTY's solution](#)

1230.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ShmilyTY's solution](#)

1231.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[ShmilyTY's solution](#)

1232.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ShmilyTY's solution](#)

1233.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[ShmilyTY's solution](#)

1234.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[ShmilyTY's solution](#)

1235.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory

[ShmilyTY's solution](#)

1236.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2021-07-12 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp

[ShmilyTY's solution](#)

1237.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dp, expression parsing

[ShmilyTY's solution](#)

1238.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing, implementation

[ShmilyTY's solution](#)

1239.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ShmilyTY's solution](#)

1240.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[ShmilyTY's solution](#)

1241.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[ShmilyTY's solution](#)

1242.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive,

math

[ShmilyTY's solution](#)

1243.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ShmilyTY's solution](#)

1244.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[ShmilyTY's solution](#)

1245.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[ShmilyTY's solution](#)

1246.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1247.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ShmilyTY's solution](#)

1248.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[ShmilyTY's solution](#)

1249.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ShmilyTY's solution](#)

1250.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[ShmilyTY's solution](#)

1251.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ShmilyTY's solution](#)

1252.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ShmilyTY's solution](#)

1253.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ShmilyTY's solution](#)

1254.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[ShmilyTY's solution](#)

1255.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[ShmilyTY's solution](#)

1256.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[ShmilyTY's solution](#)

1257.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ShmilyTY's solution](#)

1258.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ShmilyTY's solution](#)

1259.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[ShmilyTY's solution](#)

1260.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ShmilyTY's solution](#)

1261.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ShmilyTY's solution](#)

1262.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[ShmilyTY's solution](#)

1263.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[ShmilyTY's solution](#)

1264.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1265.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[ShmilyTY's solution](#)

1266.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[ShmilyTY's solution](#)

1267.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[ShmilyTY's solution](#)

1268.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[ShmilyTY's solution](#)

1269.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[ShmilyTY's solution](#)

1270.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1271.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1272.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[ShmilyTY's solution](#)

1273.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1274.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[ShmilyTY's solution](#)

1275.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[ShmilyTY's solution](#)

1276.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ShmilyTY's solution](#)

1277.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[ShmilyTY's solution](#)

1278.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[ShmilyTY's solution](#)

1279.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · last AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ShmilyTY's solution](#)

1280.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dp, math

[ShmilyTY's solution](#)

1281.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[ShmilyTY's solution](#)

1282.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[ShmilyTY's solution](#)

1283.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[ShmilyTY's solution](#)

1284.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[ShmilyTY's solution](#)

1285.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ShmilyTY's solution](#)

1286.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[ShmilyTY's solution](#)

1287.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ShmilyTY's solution](#)

1288.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

1289.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[ShmilyTY's solution](#)

1290.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ShmilyTY's solution](#)

1291.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ShmilyTY's solution](#)

1292.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

1293.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[ShmilyTY's solution](#)

1294.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ShmilyTY's solution](#)

1295.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ShmilyTY's solution](#)

1296.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[ShmilyTY's solution](#)

1297.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[ShmilyTY's solution](#)

1298.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ShmilyTY's solution](#)

1299.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[ShmilyTY's solution](#)

1300.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[ShmilyTY's solution](#)

1301.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1302.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[ShmilyTY's solution](#)

1303.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[ShmilyTY's solution](#)

1304.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[ShmilyTY's solution](#)

1305.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ShmilyTY's solution](#)

1306.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ShmilyTY's solution](#)

1307.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[ShmilyTY's solution](#)

1308.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ShmilyTY's solution](#)

1309.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

1310.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[ShmilyTY's solution](#)

1311.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[ShmilyTY's solution](#)

1312.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[ShmilyTY's solution](#)

1313.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ShmilyTY's solution](#)

1314.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ShmilyTY's solution](#)

1315.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ShmilyTY's solution](#)

1316.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[ShmilyTY's solution](#)

1317.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[ShmilyTY's solution](#)

1318.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[ShmilyTY's solution](#)

1319.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[ShmilyTY's solution](#)

1320.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[ShmilyTY's solution](#)

1321.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[ShmilyTY's solution](#)

1322.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[ShmilyTY's solution](#)

1323.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[ShmilyTY's solution](#)

1324.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ShmilyTY's solution](#)

1325.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1326.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[ShmilyTY's solution](#)

1327.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1328.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ShmilyTY's solution](#)

1329.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[ShmilyTY's solution](#)

1330.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[ShmilyTY's solution](#)

1331.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ShmilyTY's solution](#)

1332.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[ShmilyTY's solution](#)

1333.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[ShmilyTY's solution](#)

1334.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ShmilyTY's solution](#)

1335.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dp, math

[ShmilyTY's solution](#)

1336.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[ShmilyTY's solution](#)

1337.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[ShmilyTY's solution](#)

1338.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[ShmilyTY's solution](#)

1339.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ShmilyTY's solution](#)

1340.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[ShmilyTY's solution](#)

1341.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ShmilyTY's solution](#)

1342.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1343.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[ShmilyTY's solution](#)

1344.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[ShmilyTY's solution](#)

1345.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1346.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[ShmilyTY's solution](#)

1347.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[ShmilyTY's solution](#)

1348.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures, dp

[ShmilyTY's solution](#)

1349.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[ShmilyTY's solution](#)

1350.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ShmilyTY's solution](#)

1351.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[ShmilyTY's solution](#)

1352.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ShmilyTY's solution](#)

1353.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, strings

[ShmilyTY's solution](#)

1354.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1355.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[ShmilyTY's solution](#)

1356.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[ShmilyTY's solution](#)

1357.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[ShmilyTY's solution](#)

1358.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1359.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ShmilyTY's solution](#)

1360.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[ShmilyTY's solution](#)

1361.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[ShmilyTY's solution](#)

1362.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-02-23 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ShmilyTY's solution](#)

1363.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[ShmilyTY's solution](#)

1364.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[ShmilyTY's solution](#)

1365.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[ShmilyTY's solution](#)

1366.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[ShmilyTY's solution](#)

1367.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[ShmilyTY's solution](#)

1368.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[ShmilyTY's solution](#)

1369.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[ShmilyTY's solution](#)

1370.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[ShmilyTY's solution](#)

1371.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[ShmilyTY's solution](#)

1372.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[ShmilyTY's solution](#)

1373.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ShmilyTY's solution](#)

1374.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math,

number theory, probabilities

[ShmilyTY's solution](#)

1375.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[ShmilyTY's solution](#)

1376.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ShmilyTY's solution](#)

1377.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[ShmilyTY's solution](#)

1378.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[ShmilyTY's solution](#)

1379.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[ShmilyTY's solution](#)

1380.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ShmilyTY's solution](#)

1381.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[ShmilyTY's solution](#)

1382.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[ShmilyTY's solution](#)

1383.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[ShmilyTY's solution](#)

1384.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ShmilyTY's solution](#)

1385.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[ShmilyTY's solution](#)

1386.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ShmilyTY's solution](#)

1387.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ShmilyTY's solution](#)

1388.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ShmilyTY's solution](#)

1389.

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ShmilyTY's solution](#)

1390.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ShmilyTY's solution](#)

1391.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ShmilyTY's solution](#)

1392.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ShmilyTY's solution](#)

1393.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ShmilyTY's solution](#)

1394.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ShmilyTY's solution](#)

1395.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ShmilyTY's solution](#)

1396.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ShmilyTY's solution](#)

1397.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1398.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1399.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1400.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1401.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1402.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1403.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1404.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1405.

105992A

[^•Rtorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1406.

105992E

[Djangle v. Tepca-Óg,,](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1407.

105992K

[y^NNMbk](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1408.

105992J

[u;Wtorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1409.

105992I

[wTtorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1410.

105992M

[>T00k h8](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1411.

105992G

[w6+5trial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1412.

105992D

[NtoSzal](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1413.

105992H

[V b 112.5Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1414.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1415.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1416.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1417.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1418.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1419.

102576K

[To argue, or not to argue](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1420.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1421.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1422.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1423.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1424.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1425.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1426.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1427.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1428.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1429.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1430.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1431.

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1432.

100357J

[Trading Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1433.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: —

[ShmilyTY's solution](#)

1434.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1435.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1436.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1437.

100357B

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

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1438.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1439.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1440.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1441.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1442.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1443.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1444.

103914C

[Puzzle: Hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1445.

103914J

[Symmetry: Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1446.

103914A

[Puzzle: X-Sums Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1447.

103914I

[Equivalence in Connectivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1448.

103914D

[Poker Game: Decision](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1449.

103914F

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

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1450.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1451.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1452.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1453.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1454.

100365B

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

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1455.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1456.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1457.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1458.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1459.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1460.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1461.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1462.

100524A

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

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1463.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1464.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1465.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1466.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1467.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1468.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1469.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1470.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ShmilyTY's solution](#)

1471.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ShmilyTY's solution](#)

1472.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[ShmilyTY's solution](#)

1473.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[ShmilyTY's solution](#)

1474.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[ShmilyTY's solution](#)

1475.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[ShmilyTY's solution](#)

1476.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

[ShmilyTY's solution](#)

1477.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[ShmilyTY's solution](#)

1478.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[ShmilyTY's solution](#)

1479.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[ShmilyTY's solution](#)

1480.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: *special

[ShmilyTY's solution](#)