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[Cowardly Rooks](#) · [Tutorial](#)

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[Shoo's solution](#)

105.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Shoo's solution](#)

106.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

107.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

108.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

109.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

110.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

111.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[Shoo's solution](#)

112.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Shoo's solution](#)

113.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

114.

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

115.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

116.

1680A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Shoo's solution](#)

117.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Shoo's solution](#)

118.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Shoo's solution](#)

119.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[Shoo's solution](#)

120.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[Shoo's solution](#)

121.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Shoo's solution](#)

122.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Shoo's solution](#)

123.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Shoo's solution](#)

124.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Shoo's solution](#)

125.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Shoo's solution](#)

126.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Shoo's solution](#)

127.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Shoo's solution](#)

128.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

129.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

130.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Shoo's solution](#)

131.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

132.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Shoo's solution](#)

133.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Shoo's solution](#)

134.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,061 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

135.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

136.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Shoo's solution](#)

137.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Shoo's solution](#)

138.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

139.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

140.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

141.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shoo's solution](#)

142.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

143.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

144.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

145.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

146.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

147.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

148.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Shoo's solution](#)

149.

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

[Shoo's solution](#)

150.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

151.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[Shoo's solution](#)

152.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

153.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Shoo's solution](#)

154.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Shoo's solution](#)

155.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Shoo's solution](#)

156.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[Shoo's solution](#)

157.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Shoo's solution](#)

158.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Shoo's solution](#)

159.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Shoo's solution](#)

160.

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
[Shoo's solution](#)

161.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Shoo's solution](#)

162.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

163.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Shoo's solution](#)

164.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

165.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

166.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

167.

1527A

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

Quality: 41,907 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Shoo's solution](#)

168.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

169.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,813 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Shoo's solution](#)

170.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

171.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Shoo's solution](#)

172.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Shoo's solution](#)

173.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Shoo's solution](#)

174.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Shoo's solution](#)

175.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Shoo's solution](#)

176.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-08-02 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

177.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

178.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

179.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

180.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Shoo's solution](#)

181.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Shoo's solution](#)

182.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2022-07-19 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[Shoo's solution](#)

183.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Shoo's solution](#)

184.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

185.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shoo's solution](#)

186.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

187.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

188.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

189.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Shoo's solution](#)

190.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[Shoo's solution](#)

191.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

192.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

193.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Shoo's solution](#)

194.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

195.

1385A

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

Quality: 43,350 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

196.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

197.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Shoo's solution](#)

198.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

199.

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

200.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Shoo's solution](#)

201.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Shoo's solution](#)

202.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Shoo's solution](#)

203.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

204.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Shoo's solution](#)

205.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Shoo's solution](#)

206.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Shoo's solution](#)

207.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

208.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Shoo's solution](#)

209.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Shoo's solution](#)

210.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Shoo's solution](#)

211.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

212.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Shoo's solution](#)

213.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

214.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

215.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

216.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

217.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, probabilities

[Shoo's solution](#)

218.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

219.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

220.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

221.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

222.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Shoo's solution](#)

223.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

224.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

225.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

226.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

227.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Shoo's solution](#)

228.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

229.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

230.

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

231.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

232.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,567 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

233.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

234.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

235.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Shoo's solution](#)

236.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

237.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

238.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Shoo's solution](#)

239.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

240.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

241.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

242.

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

243.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,770 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation

[Shoo's solution](#)

244.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

245.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

246.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

247.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Shoo's solution](#)

248.

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

249.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

250.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2022-07-18 · last AC: 2022-07-18 · Clang++20 Diagnostics (first AC) · Tags: greedy

[Shoo's solution](#)

251.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

252.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Shoo's solution](#)

253.

1433A

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

Quality: 62,659 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

254.

1624A

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

Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

255.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

256.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

257.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

258.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,539 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Shoo's solution](#)

259.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Shoo's solution](#)

260.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,841 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Shoo's solution](#)

261.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

262.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

263.

1560A

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

Quality: 73,518 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

264.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

265.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

266.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

267.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

268.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

269.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Shoo's solution](#)

270.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

271.

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

272.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

273.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

274.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,798 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

275.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

276.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

277.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

278.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

279.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

280.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

281.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[Shoo's solution](#)

282.

1409A

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

Quality: 80,439 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

283.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

284.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

285.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Shoo's solution](#)

286.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

287.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

288.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

289.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Shoo's solution](#)

290.

155A

[I love l%username!%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

291.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

292.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,814 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

293.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,418 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[Shoo's solution](#)

294.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,976 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

295.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Shoo's solution](#)

296.

268A

[Games](#) · [Tutorial](#)

Quality: 104,229 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

297.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,085 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Shoo's solution](#)

298.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

299.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,436 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

300.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Shoo's solution](#)

301.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

302.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,836 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

303.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

304.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

305.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,447 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

306.

486A

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

Quality: 154,172 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

307.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

308.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,562 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

309.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,499 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

310.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,973 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

311.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,677 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

312.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

313.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

314.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,576 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Shoo's solution](#)

315.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,111 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Shoo's solution](#)

316.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,538 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

317.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

318.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

319.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Shoo's solution](#)

320.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[Shoo's solution](#)

321.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,259 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Shoo's solution](#)

322.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,296 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

323.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,627 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

324.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Shoo's solution](#)

325.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

326.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

327.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

328.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,053 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

329.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Shoo's solution](#)

330.

112A

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

Quality: 287,314 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

331.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

332.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

333.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,796 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

334.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Shoo's solution](#)

335.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,310 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

336.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

337.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,380 global accepts · Rating: 800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Shoo's solution](#)

338.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Shoo's solution](#)

339.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: math

[Shoo's solution](#)

340.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Shoo's solution](#)

341.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Shoo's solution](#)

342.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Shoo's solution](#)

343.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

344.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Shoo's solution](#)

345.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Shoo's solution](#)

346.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

347.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Shoo's solution](#)

348.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Shoo's solution](#)

349.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

350.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

351.

1875A

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

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

352.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

353.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Shoo's solution](#)

354.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Shoo's solution](#)

355.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Shoo's solution](#)

356.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

357.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

358.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

359.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Shoo's solution](#)

360.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Shoo's solution](#)

361.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

362.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

363.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Shoo's solution](#)

364.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Shoo's solution](#)

365.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

366.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

367.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

368.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Shoo's solution](#)

369.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Shoo's solution](#)

370.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

371.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

372.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

373.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

374.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Shoo's solution](#)

375.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Shoo's solution](#)

376.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

377.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, interactive

[Shoo's solution](#)

378.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

379.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

380.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Shoo's solution](#)

381.

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

[Shoo's solution](#)

382.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

383.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

384.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

385.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

386.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

387.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

388.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Shoo's solution](#)

389.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: games

[Shoo's solution](#)

390.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math

[Shoo's solution](#)

391.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,782 global accepts · Rating: 900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Shoo's solution](#)

392.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,712 global accepts · Rating: 900 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

393.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Shoo's solution](#)

394.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

395.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,396 global accepts · Rating: 900 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

396.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Shoo's solution](#)

397.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,796 global accepts · Rating: 900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

398.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

399.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

400.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Shoo's solution](#)

401.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shoo's solution](#)

402.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

403.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Shoo's solution](#)

404.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Shoo's solution](#)

405.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

406.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

407.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,054 global accepts · Rating: 900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Shoo's solution](#)

408.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

409.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

410.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Shoo's solution](#)

411.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Shoo's solution](#)

412.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

413.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

414.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

415.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

416.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

417.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[Shoo's solution](#)

418.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

419.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

420.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Shoo's solution](#)

421.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Shoo's solution](#)

422.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shoo's solution](#)

423.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy

[Shoo's solution](#)

424.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Shoo's solution](#)

425.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Shoo's solution](#)

426.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shoo's solution](#)

427.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Shoo's solution](#)

428.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

429.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Shoo's solution](#)

430.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

431.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

432.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

433.

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Shoo's solution](#)

434.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

435.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

436.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Shoo's solution](#)

437.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

438.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

439.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Shoo's solution](#)

440.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Shoo's solution](#)

441.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Shoo's solution](#)

442.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Shoo's solution](#)

443.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[Shoo's solution](#)

444.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

445.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Shoo's solution](#)

446.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Shoo's solution](#)

447.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Shoo's solution](#)

448.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Shoo's solution](#)

449.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Shoo's solution](#)

450.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

451.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Shoo's solution](#)

452.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

453.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Shoo's solution](#)

454.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math
[Shoo's solution](#)

455.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Shoo's solution](#)

456.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

457.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

458.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

459.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

460.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

461.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers

[Shoo's solution](#)

462.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Shoo's solution](#)

463.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shoo's solution](#)

464.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Shoo's solution](#)

465.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Shoo's solution](#)

466.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

467.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Shoo's solution](#)

468.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

469.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Shoo's solution](#)

470.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

471.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

472.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

473.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

474.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Shoo's solution](#)

475.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shoo's solution](#)

476.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Shoo's solution](#)

477.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

478.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

479.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

480.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Shoo's solution](#)

481.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,993 global accepts · Rating: 1000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Shoo's solution](#)

482.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

483.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Shoo's solution](#)

484.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[Shoo's solution](#)

485.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Shoo's solution](#)

486.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

487.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

488.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

489.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Shoo's solution](#)

490.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Shoo's solution](#)

491.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

492.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

493.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

494.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Shoo's solution](#)

495.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

496.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

497.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Shoo's solution](#)

498.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Shoo's solution](#)

499.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

500.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shoo's solution](#)

501.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Shoo's solution](#)

502.

1991B

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

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

[Shoo's solution](#)

503.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

504.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Shoo's solution](#)

505.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shoo's solution](#)

506.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shoo's solution](#)

507.

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Shoo's solution](#)

508.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shoo's solution](#)

509.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Shoo's solution](#)

510.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

511.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Shoo's solution](#)

512.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Shoo's solution](#)

513.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Shoo's solution](#)

514.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Shoo's solution](#)

515.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Shoo's solution](#)

516.

1708B

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

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

517.

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[Shoo's solution](#)

518.

1863B

[Split Sort](#) · [Tutorial](#)

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

[Shoo's solution](#)

519.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Shoo's solution](#)

520.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Shoo's solution](#)

521.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

522.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

523.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

524.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

525.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[Shoo's solution](#)

526.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Shoo's solution](#)

527.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Shoo's solution](#)

528.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Shoo's solution](#)

529.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

530.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Shoo's solution](#)

531.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[Shoo's solution](#)

532.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Shoo's solution](#)

533.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Shoo's solution](#)

534.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Shoo's solution](#)

535.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[Shoo's solution](#)

536.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Shoo's solution](#)

537.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[Shoo's solution](#)

538.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[Shoo's solution](#)

539.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

540.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Shoo's solution](#)

541.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[Shoo's solution](#)

542.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[Shoo's solution](#)

543.

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[Shoo's solution](#)

544.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Shoo's solution](#)

545.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Shoo's solution](#)

546.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Shoo's solution](#)

547.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Shoo's solution](#)

548.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Shoo's solution](#)

549.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[Shoo's solution](#)

550.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Shoo's solution](#)

551.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Shoo's solution](#)

552.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Shoo's solution](#)

553.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

554.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

555.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

556.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation

[Shoo's solution](#)

557.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation

[Shoo's solution](#)

558.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Shoo's solution](#)

559.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Shoo's solution](#)

560.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Shoo's solution](#)

561.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[Shoo's solution](#)

562.

2002C

[Black Circles](#) · [Tutorial](#)

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

563.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

564.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Shoo's solution](#)

565.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

566.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Shoo's solution](#)

567.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Shoo's solution](#)

568.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Shoo's solution](#)

569.

1909B

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

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

570.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Shoo's solution](#)

571.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Shoo's solution](#)

572.

1875B

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

Quality: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Shoo's solution](#)

573.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Shoo's solution](#)

574.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Shoo's solution](#)

575.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Shoo's solution](#)

576.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Shoo's solution](#)

577.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

578.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Shoo's solution](#)

579.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shoo's solution](#)

580.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

581.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

582.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Shoo's solution](#)

583.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Shoo's solution](#)

584.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Shoo's solution](#)

585.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Shoo's solution](#)

586.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[Shoo's solution](#)

587.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Shoo's solution](#)

588.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[Shoo's solution](#)

589.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math
[Shoo's solution](#)

590.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[Shoo's solution](#)

591.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Shoo's solution](#)

592.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

593.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Shoo's solution](#)

594.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Shoo's solution](#)

595.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Shoo's solution](#)

596.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

597.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

598.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shoo's solution](#)

599.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,884 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[Shoo's solution](#)

600.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Shoo's solution](#)

601.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Shoo's solution](#)

602.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Shoo's solution](#)

603.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Shoo's solution](#)

604.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Shoo's solution](#)

605.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[Shoo's solution](#)

606.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Shoo's solution](#)

607.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Shoo's solution](#)

608.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Shoo's solution](#)

609.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Shoo's solution](#)

610.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings
[Shoo's solution](#)

611.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2022-07-05 · last AC: 2026-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory
[Shoo's solution](#)

612.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[Shoo's solution](#)

613.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Shoo's solution](#)

614.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Shoo's solution](#)

615.

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Shoo's solution](#)

616.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

617.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Shoo's solution](#)

618.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Shoo's solution](#)

619.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Shoo's solution](#)

620.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Shoo's solution](#)

621.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Shoo's solution](#)

622.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Shoo's solution](#)

623.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

624.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shoo's solution](#)

625.

1754C1

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

Rating: 1300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

626.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Shoo's solution](#)

627.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Shoo's solution](#)

628.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Shoo's solution](#)

629.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Shoo's solution](#)

630.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

631.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Shoo's solution](#)

632.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Shoo's solution](#)

633.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Shoo's solution](#)

634.

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Shoo's solution](#)

635.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Shoo's solution](#)

636.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Shoo's solution](#)

637.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

638.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Shoo's solution](#)

639.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Shoo's solution](#)

640.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Shoo's solution](#)

641.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Shoo's solution](#)

642.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

643.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Shoo's solution](#)

644.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shoo's solution](#)

645.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Shoo's solution](#)

646.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Shoo's solution](#)

647.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

648.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Shoo's solution](#)

649.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Shoo's solution](#)

650.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Shoo's solution](#)

651.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Shoo's solution](#)

652.

1737B

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

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

[Shoo's solution](#)

653.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Shoo's solution](#)

654.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Shoo's solution](#)

655.

1294C

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

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Shoo's solution](#)

656.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,261 global accepts · Rating: 1300 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

657.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

658.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Shoo's solution](#)

659.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Shoo's solution](#)

660.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

661.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Shoo's solution](#)

662.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

663.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[Shoo's solution](#)

664.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

665.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Shoo's solution](#)

666.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Shoo's solution](#)

667.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Shoo's solution](#)

668.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[Shoo's solution](#)

669.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Shoo's solution](#)

670.

4C

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

Quality: 108,191 global accepts · Rating: 1300 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[Shoo's solution](#)

671.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Shoo's solution](#)

672.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[Shoo's solution](#)

673.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · last AC: 2025-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Shoo's solution](#)

674.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[Shoo's solution](#)

675.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Shoo's solution](#)

676.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Shoo's solution](#)

677.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Shoo's solution](#)

678.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shoo's solution](#)

679.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Shoo's solution](#)

680.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Shoo's solution](#)

681.

1965A

[Everything Nim](#) · [Tutorial](#)

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

[Shoo's solution](#)

682.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

683.

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Shoo's solution](#)

684.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[Shoo's solution](#)

685.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

686.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Shoo's solution](#)

687.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Shoo's solution](#)

688.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)

689.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Shoo's solution](#)

690.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Shoo's solution](#)

691.

1863D

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

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

[Shoo's solution](#)

692.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Shoo's solution](#)

693.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

694.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Shoo's solution](#)

695.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Shoo's solution](#)

696.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Shoo's solution](#)

697.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Shoo's solution](#)

698.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

699.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Shoo's solution](#)

700.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Shoo's solution](#)

701.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[Shoo's solution](#)

702.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Shoo's solution](#)

703.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[Shoo's solution](#)

704.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Shoo's solution](#)

705.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

706.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Shoo's solution](#)

707.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Shoo's solution](#)

708.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Shoo's solution](#)

709.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Shoo's solution](#)

710.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Shoo's solution](#)

711.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

712.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Shoo's solution](#)

713.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Shoo's solution](#)

714.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Shoo's solution](#)

715.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Shoo's solution](#)

716.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Shoo's solution](#)

717.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shoo's solution](#)

718.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

719.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Shoo's solution](#)

720.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2022-08-11 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Shoo's solution](#)

721.

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[Shoo's solution](#)

722.

445B

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

Quality: 14,764 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[Shoo's solution](#)

723.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Shoo's solution](#)

724.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Shoo's solution](#)

725.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Shoo's solution](#)

726.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

727.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Shoo's solution](#)

728.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Shoo's solution](#)

729.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Shoo's solution](#)

730.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Shoo's solution](#)

731.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Shoo's solution](#)

732.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

733.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Shoo's solution](#)

734.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shoo's solution](#)

735.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Shoo's solution](#)

736.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[Shoo's solution](#)

737.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Shoo's solution](#)

738.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Shoo's solution](#)

739.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Shoo's solution](#)

740.

357C

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

Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

741.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

742.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Shoo's solution](#)

743.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

744.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[Shoo's solution](#)

745.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Shoo's solution](#)

746.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Shoo's solution](#)

747.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Shoo's solution](#)

748.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shoo's solution](#)

749.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Shoo's solution](#)

750.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Shoo's solution](#)

751.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

752.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Shoo's solution](#)

753.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Shoo's solution](#)

754.

1804C

[Pull Your Luck](#) · [Tutorial](#)

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

[Shoo's solution](#)

755.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Shoo's solution](#)

756.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Shoo's solution](#)

757.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Shoo's solution](#)

758.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Shoo's solution](#)

759.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Shoo's solution](#)

760.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

761.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Shoo's solution](#)

762.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Shoo's solution](#)

763.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Shoo's solution](#)

764.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Shoo's solution](#)

765.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Shoo's solution](#)

766.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Shoo's solution](#)

767.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Shoo's solution](#)

768.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Shoo's solution](#)

769.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Shoo's solution](#)

770.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Shoo's solution](#)

771.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Shoo's solution](#)

772.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shoo's solution](#)

773.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Shoo's solution](#)

774.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Shoo's solution](#)

775.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Shoo's solution](#)

776.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy,

implementation, strings

[Shoo's solution](#)

777.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Shoo's solution](#)

778.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Shoo's solution](#)

779.

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Shoo's solution](#)

780.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,834 global accepts · Rating: 1500 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

781.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

782.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Shoo's solution](#)

783.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Shoo's solution](#)

784.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Shoo's solution](#)

785.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Shoo's solution](#)

786.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Shoo's solution](#)

787.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Shoo's solution](#)

788.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Shoo's solution](#)

789.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[Shoo's solution](#)

790.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Shoo's solution](#)

791.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Shoo's solution](#)

792.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Shoo's solution](#)

793.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Shoo's solution](#)

794.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Shoo's solution](#)

795.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

796.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Shoo's solution](#)

797.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Shoo's solution](#)

798.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Shoo's solution](#)

799.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Shoo's solution](#)

800.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Shoo's solution](#)

801.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

802.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Shoo's solution](#)

803.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Shoo's solution](#)

804.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

805.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Shoo's solution](#)

806.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Shoo's solution](#)

807.

1811D

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

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Shoo's solution](#)

808.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Shoo's solution](#)

809.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

810.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Shoo's solution](#)

811.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Shoo's solution](#)

812.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Shoo's solution](#)

813.

1802C

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

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

[Shoo's solution](#)

814.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu

[Shoo's solution](#)

815.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Shoo's solution](#)

816.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Shoo's solution](#)

817.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[Shoo's solution](#)

818.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation
[Shoo's solution](#)

819.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Shoo's solution](#)

820.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[Shoo's solution](#)

821.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Shoo's solution](#)

822.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[Shoo's solution](#)

823.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Shoo's solution](#)

824.

377A

[Maze](#) · [Tutorial](#)

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825.

1003D

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826.

431C

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827.

1766D

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828.

888D

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829.

1238C

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830.

1251C

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831.

1352G

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832.

602C

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Rating: 1600 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs

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833.

34D

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834.

500B

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835.

1754D

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836.

1461D

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Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

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837.

1542C

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838.

157D

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839.

618C

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840.

573B

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841.

2096C

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842.

1893B

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843.

2053D

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844.

2006A

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845.

1194D

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846.

567D

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847.

1916D

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848.

1491C

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849.

219D

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850.

1973C

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851.

1983D

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852.

1984C2

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1942C2

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854.

1936A

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855.

1930C

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1896D

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857.

1889B

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math, sortings

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859.

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860.

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1529D

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863.

1581C

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864.

1829H

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339D

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1814B

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867.

1709D

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869.

1810D

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1485C

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1735D

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126B

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1799C

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4D

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876.

766C

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427C

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1765D

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1185D

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1185C2

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1777C

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1670D

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518D

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1783C

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1770C

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889.

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890.

1000C

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1772E

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892.

295B

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893.

691D

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894.

699D

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895.

1176E

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896.

466C

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897.

163A

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898.

160C

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899.

581D

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900.

533C

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901.

18B

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902.

2006B

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Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

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903.

363D

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904.

448D

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905.

1450D

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906.

1491D

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907.

1750D

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908.

1990D

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909.

1324F

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910.

1965B

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911.

1930D1

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912.

220B

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913.

909C

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914.

1734D

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915.

1870D

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916.

1861D

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917.

120H

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918.

687B

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919.

1549D

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Rating: 1800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

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920.

1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

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921.

482B

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922.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Shoo's solution](#)

923.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

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924.

1709C

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Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Shoo's solution](#)

925.

1225D

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[Shoo's solution](#)

926.

1805D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Shoo's solution](#)

927.

1809D

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928.

1721D

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[Shoo's solution](#)

929.

271D

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930.

1802D

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Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Shoo's solution](#)

931.

471D

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Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Shoo's solution](#)

932.

706D

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Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

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933.

666A

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[Shoo's solution](#)

934.

30C

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[Shoo's solution](#)

935.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shoo's solution](#)

936.

73C

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Quality: 2,488 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shoo's solution](#)

937.

1195D2

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Quality: 4,898 global accepts · Rating: 1800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Shoo's solution](#)

938.

914C

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Quality: 4,210 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Shoo's solution](#)

939.

1107D

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Quality: 3,904 global accepts · Rating: 1800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[Shoo's solution](#)

940.

1729E

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Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Shoo's solution](#)

941.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, probabilities

[Shoo's solution](#)

942.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[Shoo's solution](#)

943.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shoo's solution](#)

944.

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Shoo's solution](#)

945.

1062D

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Quality: 4,171 global accepts · Rating: 1800 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Shoo's solution](#)

946.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Shoo's solution](#)

947.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Shoo's solution](#)

948.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[Shoo's solution](#)

949.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Shoo's solution](#)

950.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Shoo's solution](#)

951.

1221D

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

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

952.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Shoo's solution](#)

953.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Shoo's solution](#)

954.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Shoo's solution](#)

955.

478C

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Quality: 20,596 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Shoo's solution](#)

956.

61D

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Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Shoo's solution](#)

957.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

958.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

959.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Shoo's solution](#)

960.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Shoo's solution](#)

961.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[Shoo's solution](#)

962.

2066B

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Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Shoo's solution](#)

963.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Shoo's solution](#)

964.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Shoo's solution](#)

965.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Shoo's solution](#)

966.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Shoo's solution](#)

967.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Shoo's solution](#)

968.

2002D1

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

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

[Shoo's solution](#)

969.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Shoo's solution](#)

970.

1991D

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

[Shoo's solution](#)

971.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Shoo's solution](#)

972.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Shoo's solution](#)

973.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

974.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Shoo's solution](#)

975.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Shoo's solution](#)

976.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Shoo's solution](#)

977.

1920D

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Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Shoo's solution](#)

978.

1909D

[Split Plus K](#) · [Tutorial](#)

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

[Shoo's solution](#)

979.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Shoo's solution](#)

980.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Shoo's solution](#)

981.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Shoo's solution](#)

982.

1895D

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Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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983.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Shoo's solution](#)

984.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Shoo's solution](#)

985.

319B

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Quality: 4,747 global accepts · Rating: 1900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Shoo's solution](#)

986.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Shoo's solution](#)

987.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

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988.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shoo's solution](#)

989.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

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990.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[Shoo's solution](#)

991.

20C

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Quality: 46,905 global accepts · Rating: 1900 · first AC: 2022-11-07 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Shoo's solution](#)

992.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

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993.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Shoo's solution](#)

994.

222E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Shoo's solution](#)

995.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: matrices

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996.

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math

[Shoo's solution](#)

997.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Shoo's solution](#)

998.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Shoo's solution](#)

999.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Shoo's solution](#)

1000.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1001.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Shoo's solution](#)

1002.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Shoo's solution](#)

1003.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Shoo's solution](#)

1004.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[Shoo's solution](#)

1005.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Shoo's solution](#)

1006.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

1007.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Shoo's solution](#)

1008.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, strings

[Shoo's solution](#)

1009.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings

[Shoo's solution](#)

1010.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[Shoo's solution](#)

1011.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Shoo's solution](#)

1012.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Shoo's solution](#)

1013.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1014.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1015.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, sortings

[Shoo's solution](#)

1016.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Shoo's solution](#)

1017.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shoo's solution](#)

1018.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Shoo's solution](#)

1019.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Shoo's solution](#)

1020.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Shoo's solution](#)

1021.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shoo's solution](#)

1022.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

1023.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Shoo's solution](#)

1024.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Shoo's solution](#)

1025.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Shoo's solution](#)

1026.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Shoo's solution](#)

1027.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs

[Shoo's solution](#)

1028.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1029.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Shoo's solution](#)

1030.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Shoo's solution](#)

1031.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Shoo's solution](#)

1032.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Shoo's solution](#)

1033.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Shoo's solution](#)

1034.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Shoo's solution](#)

1035.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Shoo's solution](#)

1036.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Shoo's solution](#)

1037.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Shoo's solution](#)

1038.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shoo's solution](#)

1039.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Shoo's solution](#)

1040.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Shoo's solution](#)

1041.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shoo's solution](#)

1042.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Shoo's solution](#)

1043.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Shoo's solution](#)

1044.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Shoo's solution](#)

1045.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Shoo's solution](#)

1046.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Shoo's solution](#)

1047.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[Shoo's solution](#)

1048.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Shoo's solution](#)

1049.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Shoo's solution](#)

1050.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Shoo's solution](#)

1051.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[Shoo's solution](#)

1052.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Shoo's solution](#)

1053.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shoo's solution](#)

1054.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Shoo's solution](#)

1055.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Shoo's solution](#)

1056.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Shoo's solution](#)

1057.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Shoo's solution](#)

1058.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Shoo's solution](#)

1059.

1936B

[Pinball](#) · [Tutorial](#)

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

[Shoo's solution](#)

1060.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Shoo's solution](#)

1061.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Shoo's solution](#)

1062.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1063.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

1064.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1065.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Shoo's solution](#)

1066.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1067.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Shoo's solution](#)

1068.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[Shoo's solution](#)

1069.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Shoo's solution](#)

1070.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[Shoo's solution](#)

1071.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Shoo's solution](#)

1072.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Shoo's solution](#)

1073.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[Shoo's solution](#)

1074.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
[Shoo's solution](#)

1075.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Shoo's solution](#)

1076.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Shoo's solution](#)

1077.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[Shoo's solution](#)

1078.

1831D

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

Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math
[Shoo's solution](#)

1079.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Shoo's solution](#)

1080.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[Shoo's solution](#)

1081.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Shoo's solution](#)

1082.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Shoo's solution](#)

1083.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Shoo's solution](#)

1084.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Shoo's solution](#)

1085.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Shoo's solution](#)

1086.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Shoo's solution](#)

1087.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Shoo's solution](#)

1088.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Shoo's solution](#)

1089.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Shoo's solution](#)

1090.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Shoo's solution](#)

1091.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Shoo's solution](#)

1092.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Shoo's solution](#)

1093.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Shoo's solution](#)

1094.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, hashing, strings

[Shoo's solution](#)

1095.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Shoo's solution](#)

1096.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Shoo's solution](#)

1097.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Shoo's solution](#)

1098.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Shoo's solution](#)

1099.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Shoo's solution](#)

1100.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Shoo's solution](#)

1101.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Shoo's solution](#)

1102.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Shoo's solution](#)**1103.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Shoo's solution](#)**1104.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[Shoo's solution](#)**1105.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Shoo's solution](#)**1106.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Shoo's solution](#)**1107.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Shoo's solution](#)**1108.**

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Shoo's solution](#)**1109.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Shoo's solution](#)**1110.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Shoo's solution](#)**1111.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1112.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, shortest paths

[Shoo's solution](#)

1113.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Shoo's solution](#)

1114.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shoo's solution](#)

1115.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Shoo's solution](#)

1116.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Shoo's solution](#)

1117.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[Shoo's solution](#)

1118.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Shoo's solution](#)

1119.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Shoo's solution](#)

1120.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Shoo's solution](#)

1121.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Shoo's solution](#)

1122.

2000G

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Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Shoo's solution](#)

1123.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Shoo's solution](#)

1124.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Shoo's solution](#)

1125.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2024-01-25 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1126.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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1127.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Shoo's solution](#)

1128.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[Shoo's solution](#)

1129.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Shoo's solution](#)

1130.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Shoo's solution](#)

1131.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Shoo's solution](#)

1132.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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1133.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Shoo's solution](#)

1134.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Shoo's solution](#)

1135.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Shoo's solution](#)

1136.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

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1137.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Shoo's solution](#)

1138.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Shoo's solution](#)

1139.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs

[Shoo's solution](#)

1140.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Shoo's solution](#)

1141.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Shoo's solution](#)

1142.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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1143.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shoo's solution](#)

1144.

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

1145.

1919D

[01 Tree](#) · [Tutorial](#)

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1146.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, greedy, trees

[Shoo's solution](#)

1147.

321C

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Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Shoo's solution](#)

1148.

1900E

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Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Shoo's solution](#)

1149.

1896E

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

[Shoo's solution](#)

1150.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Shoo's solution](#)

1151.

1886D

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

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

[Shoo's solution](#)

1152.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

1153.

1864E

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Shoo's solution](#)

1154.

231E

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Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Shoo's solution](#)

1155.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Shoo's solution](#)

1156.

215E

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Quality: 672 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[Shoo's solution](#)

1157.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Shoo's solution](#)

1158.

1117D

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Quality: 5,218 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

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1159.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

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1160.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

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1161.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Shoo's solution](#)

1162.

577E

[Points on Plane](#) · [Tutorial](#)

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[Shoo's solution](#)

1163.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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1164.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

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1165.

343D

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Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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1166.

620E

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Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Shoo's solution](#)

1167.

474F

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Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Shoo's solution](#)

1168.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

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1169.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Shoo's solution](#)

1170.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

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1171.

665E

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Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

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1172.

1006F

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Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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1173.

894E

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Quality: 3,092 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

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1174.

466E

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Quality: 2,618 global accepts · Rating: 2100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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1175.

519E

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1176.

1185G1

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Quality: 3,200 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

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1177.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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1178.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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1179.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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1180.

766E

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1181.

48E

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1182.

386D

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Quality: 550 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

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1183.

877D

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Quality: 5,085 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Shoo's solution](#)

1184.

242D

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[Shoo's solution](#)

1185.

544D

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Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[Shoo's solution](#)

1186.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

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1187.

190E

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Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Shoo's solution](#)

1188.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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1189.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[Shoo's solution](#)

1190.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[Shoo's solution](#)

1191.

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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1192.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

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1193.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Shoo's solution](#)

1194.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Shoo's solution](#)

1195.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

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1196.

2000H

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Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Shoo's solution](#)

1197.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Shoo's solution](#)

1198.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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1199.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Shoo's solution](#)

1200.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Shoo's solution](#)

1201.

1178F1

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Quality: 2,287 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Shoo's solution](#)

1202.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Shoo's solution](#)

1203.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Shoo's solution](#)

1204.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

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1205.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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1206.

1168C

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Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1207.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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1208.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Shoo's solution](#)

1209.

1156D

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Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Shoo's solution](#)

1210.

1909F1

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

[Shoo's solution](#)

1211.

440D

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Quality: 944 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Shoo's solution](#)

1212.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Shoo's solution](#)

1213.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Shoo's solution](#)

1214.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1215.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shoo's solution](#)

1216.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Shoo's solution](#)

1217.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Shoo's solution](#)

1218.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Shoo's solution](#)

1219.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Shoo's solution](#)

1220.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Shoo's solution](#)

1221.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Shoo's solution](#)

1222.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[Shoo's solution](#)

1223.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
[Shoo's solution](#)

1224.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Shoo's solution](#)

1225.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Shoo's solution](#)

1226.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Shoo's solution](#)

1227.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Shoo's solution](#)

1228.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Shoo's solution](#)

1229.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
[Shoo's solution](#)

1230.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[Shoo's solution](#)

1231.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[Shoo's solution](#)

1232.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Shoo's solution](#)

1233.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Shoo's solution](#)

1234.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Shoo's solution](#)

1235.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1236.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shoo's solution](#)

1237.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Shoo's solution](#)

1238.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Shoo's solution](#)

1239.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Shoo's solution](#)

1240.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Shoo's solution](#)

1241.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Shoo's solution](#)

1242.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Shoo's solution](#)

1243.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Shoo's solution](#)

1244.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Shoo's solution](#)

1245.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Shoo's solution](#)

1246.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[Shoo's solution](#)

1247.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Shoo's solution](#)

1248.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, trees

[Shoo's solution](#)

1249.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Shoo's solution](#)

1250.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Shoo's solution](#)

1251.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Shoo's solution](#)

1252.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Shoo's solution](#)

1253.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Shoo's solution](#)

1254.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shoo's solution](#)

1255.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Shoo's solution](#)

1256.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Shoo's solution](#)

1257.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Shoo's solution](#)

1258.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Shoo's solution](#)

1259.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shoo's solution](#)

1260.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shoo's solution](#)

1261.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Shoo's solution](#)

1262.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Shoo's solution](#)

1263.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Shoo's solution](#)

1264.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[Shoo's solution](#)

1265.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[Shoo's solution](#)

1266.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, trees
[Shoo's solution](#)

1267.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games
[Shoo's solution](#)

1268.

2002D2

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

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

1269.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Shoo's solution](#)

1270.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees
[Shoo's solution](#)

1271.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Shoo's solution](#)

1272.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[Shoo's solution](#)

1273.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

1274.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Shoo's solution](#)

1275.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Shoo's solution](#)

1276.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Shoo's solution](#)

1277.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Shoo's solution](#)

1278.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Shoo's solution](#)

1279.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[Shoo's solution](#)

1280.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Shoo's solution](#)

1281.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Shoo's solution](#)

1282.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[Shoo's solution](#)

1283.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Shoo's solution](#)

1284.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1285.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Shoo's solution](#)

1286.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Shoo's solution](#)

1287.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Shoo's solution](#)

1288.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Shoo's solution](#)

1289.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Shoo's solution](#)

1290.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Shoo's solution](#)

1291.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Shoo's solution](#)

1292.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Shoo's solution](#)

1293.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[Shoo's solution](#)

1294.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Shoo's solution](#)

1295.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Shoo's solution](#)

1296.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Shoo's solution](#)

1297.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs

[Shoo's solution](#)

1298.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Shoo's solution](#)

1299.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Shoo's solution](#)

1300.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Shoo's solution](#)

1301.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Shoo's solution](#)

1302.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu

[Shoo's solution](#)

1303.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Shoo's solution](#)

1304.

1825D2

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

Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[Shoo's solution](#)

1305.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Shoo's solution](#)

1306.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Shoo's solution](#)

1307.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Shoo's solution](#)

1308.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Shoo's solution](#)

1309.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, strings, trees

[Shoo's solution](#)

1310.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[Shoo's solution](#)

1311.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Shoo's solution](#)

1312.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Shoo's solution](#)

1313.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Shoo's solution](#)

1314.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Shoo's solution](#)

1315.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Shoo's solution](#)

1316.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Shoo's solution](#)

1317.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Shoo's solution](#)

1318.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Shoo's solution](#)

1319.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Shoo's solution](#)

1320.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Shoo's solution](#)

1321.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shoo's solution](#)

1322.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shoo's solution](#)

1323.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Shoo's solution](#)

1324.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Shoo's solution](#)

1325.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Shoo's solution](#)

1326.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shoo's solution](#)

1327.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Shoo's solution](#)

1328.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Shoo's solution](#)

1329.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Shoo's solution](#)

1330.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Shoo's solution](#)

1331.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Shoo's solution](#)

1332.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Shoo's solution](#)

1333.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Shoo's solution](#)

1334.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Shoo's solution](#)

1335.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Shoo's solution](#)

1336.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Shoo's solution](#)

1337.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation

[Shoo's solution](#)

1338.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Shoo's solution](#)

1339.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Shoo's solution](#)

1340.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Shoo's solution](#)

1341.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

1342.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Shoo's solution](#)

1343.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Shoo's solution](#)

1344.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Shoo's solution](#)

1345.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Shoo's solution](#)

1346.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Shoo's solution](#)

1347.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Shoo's solution](#)

1348.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-02-09 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Shoo's solution](#)

1349.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Shoo's solution](#)

1350.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1351.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1352.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Shoo's solution](#)

1353.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Shoo's solution](#)

1354.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[Shoo's solution](#)

1355.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Shoo's solution](#)

1356.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Shoo's solution](#)

1357.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers

[Shoo's solution](#)

1358.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Shoo's solution](#)

1359.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Shoo's solution](#)

1360.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1361.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1362.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1363.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Shoo's solution](#)

1364.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Shoo's solution](#)

1365.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Shoo's solution](#)

1366.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Shoo's solution](#)

1367.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

1368.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Shoo's solution](#)

1369.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1370.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Shoo's solution](#)

1371.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1372.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

1373.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Shoo's solution](#)

1374.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Shoo's solution](#)

1375.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, trees

[Shoo's solution](#)

1376.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Shoo's solution](#)

1377.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Shoo's solution](#)

1378.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Shoo's solution](#)

1379.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Shoo's solution](#)

1380.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Shoo's solution](#)

1381.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shoo's solution](#)

1382.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Shoo's solution](#)

1383.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers

[Shoo's solution](#)

1384.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Shoo's solution](#)

1385.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Shoo's solution](#)

1386.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Shoo's solution](#)

1387.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Shoo's solution](#)

1388.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Shoo's solution](#)

1389.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Shoo's solution](#)

1390.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Shoo's solution](#)

1391.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Shoo's solution](#)

1392.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Shoo's solution](#)

1393.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Shoo's solution](#)

1394.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Shoo's solution](#)

1395.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Shoo's solution](#)

1396.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Shoo's solution](#)

1397.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[Shoo's solution](#)

1398.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Shoo's solution](#)

1399.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Shoo's solution](#)

1400.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Shoo's solution](#)

1401.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Shoo's solution](#)

1402.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[Shoo's solution](#)

1403.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Shoo's solution](#)

1404.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Shoo's solution](#)

1405.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Shoo's solution](#)

1406.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Shoo's solution](#)

1407.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Shoo's solution](#)

1408.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[Shoo's solution](#)

1409.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Shoo's solution](#)

1410.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees

[Shoo's solution](#)

1411.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Shoo's solution](#)

1412.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Shoo's solution](#)

1413.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Shoo's solution](#)

1414.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shoo's solution](#)

1415.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[Shoo's solution](#)

1416.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Shoo's solution](#)

1417.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Shoo's solution](#)

1418.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Shoo's solution](#)

1419.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Shoo's solution](#)

1420.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Shoo's solution](#)

1421.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar
[Shoo's solution](#)

1422.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Shoo's solution](#)

1423.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[Shoo's solution](#)

1424.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[Shoo's solution](#)

1425.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[Shoo's solution](#)

1426.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[Shoo's solution](#)

1427.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry
[Shoo's solution](#)

1428.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp,

number theory

[Shoo's solution](#)

1429.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, matrices

[Shoo's solution](#)

1430.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Shoo's solution](#)

1431.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Shoo's solution](#)

1432.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Shoo's solution](#)

1433.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Shoo's solution](#)

1434.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Shoo's solution](#)

1435.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1436.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1437.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Shoo's solution](#)

1438.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Shoo's solution](#)

1439.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Shoo's solution](#)

1440.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Shoo's solution](#)

1441.

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Shoo's solution](#)

1442.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Shoo's solution](#)

1443.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1444.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shoo's solution](#)

1445.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Shoo's solution](#)

1446.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[Shoo's solution](#)

1447.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Shoo's solution](#)

1448.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Shoo's solution](#)

1449.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Shoo's solution](#)

1450.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Shoo's solution](#)

1451.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Shoo's solution](#)

1452.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Shoo's solution](#)

1453.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Shoo's solution](#)

1454.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Shoo's solution](#)

1455.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1456.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Shoo's solution](#)

1457.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Shoo's solution](#)

1458.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Shoo's solution](#)

1459.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Shoo's solution](#)

1460.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Shoo's solution](#)

1461.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Shoo's solution](#)

1462.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Shoo's solution](#)

1463.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Shoo's solution](#)

1464.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Shoo's solution](#)

1465.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shoo's solution](#)

1466.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Shoo's solution](#)

1467.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Shoo's solution](#)

1468.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1469.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Shoo's solution](#)

1470.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[Shoo's solution](#)

1471.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Shoo's solution](#)

1472.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Shoo's solution](#)

1473.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Shoo's solution](#)

1474.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1475.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Shoo's solution](#)

1476.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[Shoo's solution](#)

1477.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[Shoo's solution](#)

1478.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Shoo's solution](#)

1479.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Shoo's solution](#)

1480.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Shoo's solution](#)

1481.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Shoo's solution](#)

1482.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[Shoo's solution](#)

1483.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees
[Shoo's solution](#)

1484.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[Shoo's solution](#)

1485.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[Shoo's solution](#)

1486.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees
[Shoo's solution](#)

1487.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees
[Shoo's solution](#)

1488.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Shoo's solution](#)

1489.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[Shoo's solution](#)

1490.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs
[Shoo's solution](#)

1491.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Shoo's solution](#)

1492.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1493.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[Shoo's solution](#)

1494.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Shoo's solution](#)

1495.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Shoo's solution](#)

1496.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[Shoo's solution](#)

1497.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Shoo's solution](#)

1498.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Shoo's solution](#)

1499.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Shoo's solution](#)

1500.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Shoo's solution](#)

1501.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[Shoo's solution](#)

1502.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[Shoo's solution](#)

1503.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[Shoo's solution](#)

1504.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Shoo's solution](#)

1505.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[Shoo's solution](#)

1506.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[Shoo's solution](#)

1507.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[Shoo's solution](#)

1508.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Shoo's solution](#)

1509.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Shoo's solution](#)

1510.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[Shoo's solution](#)

1511.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[Shoo's solution](#)

1512.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Shoo's solution](#)

1513.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Shoo's solution](#)

1514.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Shoo's solution](#)

1515.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1516.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Shoo's solution](#)

1517.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Shoo's solution](#)

1518.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Shoo's solution](#)

1519.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Shoo's solution](#)

1520.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Shoo's solution](#)

1521.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

dsu, math, trees

[Shoo's solution](#)

1522.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Shoo's solution](#)

1523.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Shoo's solution](#)

1524.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Shoo's solution](#)

1525.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Shoo's solution](#)

1526.

1287F

[LCC](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[Shoo's solution](#)

1527.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Shoo's solution](#)

1528.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Shoo's solution](#)

1529.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Shoo's solution](#)

1530.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1531.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shoo's solution](#)

1532.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1533.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1534.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1535.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1536.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1537.

102058F

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1538.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1539.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1540.

100200C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shoo's solution](#)

1541.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shoo's solution](#)

1542.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1543.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1544.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Shoo's solution](#)

1545.

undefined114

[Telecasting station](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1546.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1547.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1548.

undefined398

[Friends of Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1549.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1550.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1551.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1552.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1553.

undefined551

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

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1554.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1555.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1556.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1557.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1558.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1559.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1560.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1561.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1562.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1563.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1564.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1565.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1566.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1567.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1568.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1569.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1570.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1571.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shoo's solution](#)

1572.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1573.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1574.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1575.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1576.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1577.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1578.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1579.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1580.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[Shoo's solution](#)

1581.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Shoo's solution](#)

1582.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Shoo's solution](#)

1583.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Shoo's solution](#)

1584.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[Shoo's solution](#)

1585.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[Shoo's solution](#)

1586.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shoo's solution](#)

1587.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shoo's solution](#)

1588.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shoo's solution](#)

1589.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1590.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1591.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1592.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shoo's solution](#)

1593.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shoo's solution](#)

1594.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1595.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · last AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1596.

103960H

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

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1597.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1598.

103960D

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

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1599.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1600.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1601.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shoo's solution](#)

1602.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1603.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1604.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-09-23 · Text (first AC) · Tags: *special, constructive algorithms

[Shoo's solution](#)

1605.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1606.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1607.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1608.

undefined302

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1609.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1610.

102961H

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shoo's solution](#)

1611.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Shoo's solution](#)

1612.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · last AC: 2022-08-19 · Python 3 (first AC) · Tags: *special

[Shoo's solution](#)

1613.

undefined397

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Shoo's solution](#)

1614.

undefined115

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