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# Unique solved — Slephy

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2148B  
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- 4.**  
2167B  
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- 5.**  
2167A  
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- 6.**  
2143A  
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2133B  
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2132A  
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2092A

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**18.**

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2109A

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2065B

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**24.**

2104A

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2094B

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2094A

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2065A

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1760C

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**32.**

2072A

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**38.**

1676B

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**39.**

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1692C

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1703C

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1703B

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**44.**

1703A

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2043A

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**46.**

2044C

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2044B

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**48.**

2044A

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2050A

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**58.**

2014B

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2033A

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2036A

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**70.**

2008A

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2000B

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1996B

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1996A

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1986A

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1985A

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1976A

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1957A

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**100.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**101.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**102.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Slephy's solution](#)

**103.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**104.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Slephy's solution](#)

**105.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**106.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Slephy's solution](#)

**107.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**108.**

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**109.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Slephy's solution](#)

**110.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Slephy's solution](#)

**111.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Slephy's solution](#)

**112.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Slephy's solution](#)

**113.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,098 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Slephy's solution](#)

**114.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,301 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**115.**

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Slephy's solution](#)

**116.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**117.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**118.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Slephy's solution](#)

**119.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Slephy's solution](#)

**120.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**121.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Slephy's solution](#)

**122.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**123.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,692 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**124.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Slephy's solution](#)

**125.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**126.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**127.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Slephy's solution](#)

**128.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Slephy's solution](#)

**129.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Slephy's solution](#)

**130.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,667 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Slephy's solution](#)

**131.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,316 global accepts · Rating: 800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[Slephy's solution](#)

**132.**

1899A

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

Quality: 92,748 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[Slephy's solution](#)

**133.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[Slephy's solution](#)

**134.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Slephy's solution](#)

**135.**

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Slephy's solution](#)

**136.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Slephy's solution](#)

**137.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[Slephy's solution](#)

**138.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[Slephy's solution](#)

**139.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**140.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**141.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**142.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Slephy's solution](#)

**143.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Slephy's solution](#)

**144.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**145.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Slephy's solution](#)

**146.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Slephy's solution](#)

**147.**

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**148.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Slephy's solution](#)

**149.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,542 global accepts · Rating: 800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**150.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**151.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**152.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Slephy's solution](#)

**153.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**154.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**155.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Slephy's solution](#)

**156.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Slephy's solution](#)

**157.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**158.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,919 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**159.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Slephy's solution](#)

**160.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Slephy's solution](#)

**161.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Slephy's solution](#)

**162.**

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**163.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Slephy's solution](#)

**164.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Slephy's solution](#)

**165.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**166.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Slephy's solution](#)

**167.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**168.**

1799A

[Recent Actions](#) · [Tutorial](#)

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

[Slephy's solution](#)

**169.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Slephy's solution](#)

**170.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**171.**

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Slephy's solution](#)

**172.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Slephy's solution](#)

**173.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**174.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**175.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**176.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**177.**

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**178.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**179.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**180.**

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**181.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Slephy's solution](#)

**182.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**183.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Slephy's solution](#)

**184.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**185.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**186.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Slephy's solution](#)

**187.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**188.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**189.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**190.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**191.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**192.**

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**193.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Slephy's solution](#)

**194.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**195.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Slephy's solution](#)

**196.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Slephy's solution](#)

**197.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**198.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Slephy's solution](#)

**199.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Slephy's solution](#)

**200.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**201.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**202.**

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**203.**

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**204.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**205.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**206.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**207.**

977A

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

Quality: 217,482 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**208.**

1433A

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

Quality: 62,647 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**209.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Slephy's solution](#)

**210.**

1462A

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

Quality: 48,964 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Slephy's solution](#)

**211.**

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**212.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**213.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**214.**

1520A

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

Quality: 58,458 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**215.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**216.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Slephy's solution](#)

**217.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**218.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Slephy's solution](#)

**219.**

1283A

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

Quality: 61,297 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**220.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,432 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**221.**

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**222.**

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**223.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**224.**

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Slephy's solution](#)

**225.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**226.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,959 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**227.**

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Slephy's solution](#)

**228.**

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**229.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,091 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**230.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**231.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**232.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**233.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**234.**

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**235.**

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**236.**

1560A

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

Quality: 73,512 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**237.**

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Slephy's solution](#)

**238.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**239.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**240.**

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Slephy's solution](#)

**241.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Slephy's solution](#)

**242.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**243.**

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Slephy's solution](#)

**244.**

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**245.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**246.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**247.**

1650A

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

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**248.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**249.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**250.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Slephy's solution](#)

**251.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**252.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Slephy's solution](#)

**253.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Slephy's solution](#)

**254.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Slephy's solution](#)

**255.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**256.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Slephy's solution](#)

**257.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**258.**

1690A

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

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Slephy's solution](#)

**259.**

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Slephy's solution](#)

**260.**

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Slephy's solution](#)

**261.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Slephy's solution](#)

**262.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Slephy's solution](#)

**263.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**264.**

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Slephy's solution](#)

**265.**

1624A

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

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**266.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Slephy's solution](#)

**267.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**268.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Slephy's solution](#)

**269.**

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[Slephy's solution](#)

**270.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Slephy's solution](#)

**271.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Slephy's solution](#)

**272.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**273.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Slephy's solution](#)

**274.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Slephy's solution](#)

**275.**

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**276.**

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Slephy's solution](#)

**277.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Slephy's solution](#)

**278.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Slephy's solution](#)

**279.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[Slephy's solution](#)

**280.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Slephy's solution](#)

**281.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**282.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Slephy's solution](#)

**283.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Slephy's solution](#)

**284.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**285.**

1927B

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

Quality: 38,131 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Slephy's solution](#)

**286.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,648 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Slephy's solution](#)

**287.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**288.**

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Slephy's solution](#)

**289.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Slephy's solution](#)

**290.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**291.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Slephy's solution](#)

**292.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[Slephy's solution](#)

**293.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[Slephy's solution](#)

**294.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Slephy's solution](#)

**295.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Slephy's solution](#)

**296.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[Slephy's solution](#)

**297.**

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Slephy's solution](#)

**298.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[Slephy's solution](#)

**299.**

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  
[Slephy's solution](#)

**300.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Slephy's solution](#)

**301.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Slephy's solution](#)

**302.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Slephy's solution](#)

**303.**

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math  
[Slephy's solution](#)

**304.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Slephy's solution](#)

**305.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Slephy's solution](#)

**306.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[Slephy's solution](#)

**307.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[Slephy's solution](#)

**308.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Slephy's solution](#)

**309.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Slephy's solution](#)

**310.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Slephy's solution](#)

**311.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Slephy's solution](#)

**312.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Slephy's solution](#)

**313.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Slephy's solution](#)

**314.**

1675B

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

Quality: 43,284 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**315.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**316.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**317.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Slephy's solution](#)

**318.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Slephy's solution](#)

**319.**

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**320.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Slephy's solution](#)

**321.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Slephy's solution](#)

**322.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Slephy's solution](#)

**323.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Slephy's solution](#)

**324.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Slephy's solution](#)

**325.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[Slephy's solution](#)

**326.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Slephy's solution](#)

**327.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Slephy's solution](#)

**328.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Slephy's solution](#)

**329.**

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Slephy's solution](#)

**330.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Slephy's solution](#)

**331.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Slephy's solution](#)

**332.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Slephy's solution](#)

**333.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Slephy's solution](#)

**334.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Slephy's solution](#)

**335.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Slephy's solution](#)

**336.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Slephy's solution](#)

**337.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Slephy's solution](#)

**338.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Slephy's solution](#)

**339.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Slephy's solution](#)

**340.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**341.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**342.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Slephy's solution](#)

**343.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Slephy's solution](#)

**344.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Slephy's solution](#)

**345.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Slephy's solution](#)

**346.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**347.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Slephy's solution](#)

**348.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Slephy's solution](#)

**349.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**350.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Slephy's solution](#)

**351.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**352.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**353.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**354.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**355.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Slephy's solution](#)

**356.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Slephy's solution](#)

**357.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Slephy's solution](#)

**358.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Slephy's solution](#)

**359.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**360.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Slephy's solution](#)

**361.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Slephy's solution](#)

**362.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**363.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Slephy's solution](#)

**364.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Slephy's solution](#)

**365.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Slephy's solution](#)

**366.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Slephy's solution](#)

**367.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Slephy's solution](#)

**368.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Slephy's solution](#)

**369.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Slephy's solution](#)

**370.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[Slephy's solution](#)

**371.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Slephy's solution](#)

**372.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Slephy's solution](#)

**373.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1100 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Slephy's solution](#)

**374.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, strings

[Slephy's solution](#)

**375.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Slephy's solution](#)

**376.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Slephy's solution](#)

**377.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Slephy's solution](#)

**378.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Slephy's solution](#)

**379.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Slephy's solution](#)

**380.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**381.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Slephy's solution](#)

**382.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**383.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Slephy's solution](#)

**384.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Slephy's solution](#)

**385.**

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Slephy's solution](#)

**386.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Slephy's solution](#)

**387.**

1873E

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

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Slephy's solution](#)

**388.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Slephy's solution](#)

**389.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Slephy's solution](#)

**390.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Slephy's solution](#)

**391.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Slephy's solution](#)

**392.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**393.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Slephy's solution](#)

**394.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Slephy's solution](#)

**395.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**396.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Slephy's solution](#)

**397.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Slephy's solution](#)

**398.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Slephy's solution](#)

**399.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Slephy's solution](#)

**400.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Slephy's solution](#)

**401.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Slephy's solution](#)

**402.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**403.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Slephy's solution](#)

**404.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**405.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**406.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**407.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**408.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Slephy's solution](#)

**409.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Slephy's solution](#)

**410.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Slephy's solution](#)

**411.**

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Slephy's solution](#)

**412.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Slephy's solution](#)

**413.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Slephy's solution](#)

**414.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Slephy's solution](#)

**415.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Slephy's solution](#)

**416.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry,

greedy, math

[Slephy's solution](#)

**417.**

776B

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

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Slephy's solution](#)

**418.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**419.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Slephy's solution](#)

**420.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Slephy's solution](#)

**421.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**422.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Slephy's solution](#)

**423.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Slephy's solution](#)

**424.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Slephy's solution](#)

**425.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**426.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Slephy's solution](#)

**427.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[Slephy's solution](#)

**428.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings  
[Slephy's solution](#)

**429.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Slephy's solution](#)

**430.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Slephy's solution](#)

**431.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation  
[Slephy's solution](#)

**432.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[Slephy's solution](#)

**433.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[Slephy's solution](#)

**434.**

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[Slephy's solution](#)

**435.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[Slephy's solution](#)

**436.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[Slephy's solution](#)

**437.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Slephy's solution](#)

**438.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Slephy's solution](#)

**439.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Slephy's solution](#)

**440.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Slephy's solution](#)

**441.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Slephy's solution](#)

**442.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Slephy's solution](#)

**443.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Slephy's solution](#)

**444.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Slephy's solution](#)

**445.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Slephy's solution](#)

**446.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Slephy's solution](#)

**447.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Slephy's solution](#)

**448.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Slephy's solution](#)

**449.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Slephy's solution](#)

**450.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Slephy's solution](#)

**451.**

1799B

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

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

[Slephy's solution](#)

**452.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Slephy's solution](#)

**453.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**454.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Slephy's solution](#)

**455.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**456.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Slephy's solution](#)

**457.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Slephy's solution](#)

**458.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Slephy's solution](#)

**459.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Slephy's solution](#)

**460.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2022-08-16 · last AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Slephy's solution](#)

**461.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Slephy's solution](#)

**462.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Slephy's solution](#)

**463.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Slephy's solution](#)

**464.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

[Slephy's solution](#)

**465.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Slephy's solution](#)

**466.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Slephy's solution](#)

**467.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[Slephy's solution](#)

**468.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[Slephy's solution](#)

**469.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[Slephy's solution](#)

**470.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings  
[Slephy's solution](#)

**471.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math  
[Slephy's solution](#)

**472.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[Slephy's solution](#)

**473.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices  
[Slephy's solution](#)

**474.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Slephy's solution](#)

**475.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math  
[Slephy's solution](#)

**476.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Slephy's solution](#)

**477.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Slephy's solution](#)

**478.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Slephy's solution](#)

**479.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Slephy's solution](#)

**480.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Slephy's solution](#)

**481.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Slephy's solution](#)

**482.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Slephy's solution](#)

**483.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Slephy's solution](#)

**484.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Slephy's solution](#)

**485.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Slephy's solution](#)

**486.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Slephy's solution](#)

**487.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[Slephy's solution](#)

**488.**

1881D

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

Quality: 28,430 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[Slephy's solution](#)

**489.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[Slephy's solution](#)

**490.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,587 global accepts · Rating: 1300 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[Slephy's solution](#)

**491.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[Slephy's solution](#)

**492.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math  
[Slephy's solution](#)

**493.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[Slephy's solution](#)

**494.**

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[Slephy's solution](#)

**495.**

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[Slephy's solution](#)

**496.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[Slephy's solution](#)

**497.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Slephy's solution](#)

**498.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Slephy's solution](#)

**499.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Slephy's solution](#)

**500.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[Slephy's solution](#)

**501.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Slephy's solution](#)

**502.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Slephy's solution](#)

**503.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Slephy's solution](#)

**504.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Slephy's solution](#)

**505.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Slephy's solution](#)

**506.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Slephy's solution](#)

**507.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Slephy's solution](#)

**508.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Slephy's solution](#)

**509.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Slephy's solution](#)

**510.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Slephy's solution](#)

**511.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Slephy's solution](#)

**512.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Slephy's solution](#)

**513.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Slephy's solution](#)

**514.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Slephy's solution](#)

**515.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Slephy's solution](#)

**516.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Slephy's solution](#)

**517.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Slephy's solution](#)

**518.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Slephy's solution](#)

**519.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Slephy's solution](#)

**520.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Slephy's solution](#)

**521.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Slephy's solution](#)

**522.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Slephy's solution](#)

**523.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Slephy's solution](#)

**524.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Slephy's solution](#)

**525.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Slephy's solution](#)

**526.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Slephy's solution](#)

**527.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Slephy's solution](#)

**528.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Slephy's solution](#)

**529.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Slephy's solution](#)

**530.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Slephy's solution](#)

**531.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Slephy's solution](#)

**532.**

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Slephy's solution](#)

**533.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Slephy's solution](#)

**534.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Slephy's solution](#)

**535.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Slephy's solution](#)

**536.**

1925C

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

Rating: 1500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Slephy's solution](#)

**537.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Slephy's solution](#)

**538.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Slephy's solution](#)

**539.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Slephy's solution](#)

**540.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Slephy's solution](#)

**541.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Slephy's solution](#)

**542.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Slephy's solution](#)

**543.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Slephy's solution](#)

**544.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Slephy's solution](#)

**545.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Slephy's solution](#)

**546.**

1506E

[Restoring the Permutation](#) · [Tutorial](#)

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Slephy's solution](#)

**547.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

geometry, greedy, implementation

[Slephy's solution](#)

**548.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Slephy's solution](#)

**549.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Slephy's solution](#)

**550.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Slephy's solution](#)

**551.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Slephy's solution](#)

**552.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Slephy's solution](#)

**553.**

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Slephy's solution](#)

**554.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Slephy's solution](#)

**555.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Slephy's solution](#)

**556.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Slephy's solution](#)

**557.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Slephy's solution](#)

**558.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Slephy's solution](#)

**559.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Slephy's solution](#)

**560.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Slephy's solution](#)

**561.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Slephy's solution](#)

**562.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Slephy's solution](#)

**563.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Slephy's solution](#)

**564.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Slephy's solution](#)

**565.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Slephy's solution](#)

**566.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2025-06-11 · last AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Slephy's solution](#)

**567.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math  
[Slephy's solution](#)

**568.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Slephy's solution](#)

**569.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Slephy's solution](#)

**570.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Slephy's solution](#)

**571.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Slephy's solution](#)

**572.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Slephy's solution](#)

**573.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Slephy's solution](#)

**574.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Slephy's solution](#)

**575.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Slephy's solution](#)

**576.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Slephy's solution](#)

**577.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Slephy's solution](#)

**578.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Slephy's solution](#)

**579.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Slephy's solution](#)

**580.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Slephy's solution](#)

**581.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Slephy's solution](#)

**582.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Slephy's solution](#)

**583.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Slephy's solution](#)

**584.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Slephy's solution](#)

**585.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Slephy's solution](#)

**586.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Slephy's solution](#)

**587.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Slephy's solution](#)

**588.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Slephy's solution](#)

**589.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-21 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Slephy's solution](#)

**590.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Slephy's solution](#)

**591.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Slephy's solution](#)

**592.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Slephy's solution](#)

**593.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Slephy's solution](#)

**594.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Slephy's solution](#)

**595.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Slephy's solution](#)

**596.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Slephy's solution](#)

**597.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Slephy's solution](#)

**598.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Slephy's solution](#)

**599.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Slephy's solution](#)

**600.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Slephy's solution](#)

**601.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Slephy's solution](#)

**602.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Slephy's solution](#)

**603.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Slephy's solution](#)

**604.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Slephy's solution](#)

**605.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Slephy's solution](#)

**606.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Slephy's solution](#)

**607.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Slephy's solution](#)

**608.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Slephy's solution](#)

**609.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Slephy's solution](#)

**610.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Slephy's solution](#)

**611.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Slephy's solution](#)

**612.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Slephy's solution](#)

**613.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Slephy's solution](#)

**614.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Slephy's solution](#)

**615.**

1986F

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

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Slephy's solution](#)

**616.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Slephy's solution](#)

**617.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Slephy's solution](#)

**618.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Slephy's solution](#)

**619.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Slephy's solution](#)

**620.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Slephy's solution](#)

**621.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Slephy's solution](#)

**622.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Slephy's solution](#)

**623.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Slephy's solution](#)

**624.**

1920D

[Array Repetition](#) · [Tutorial](#)

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

[Slephy's solution](#)

**625.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Slephy's solution](#)

**626.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Slephy's solution](#)

**627.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Slephy's solution](#)

**628.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Slephy's solution](#)

**629.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Slephy's solution](#)

**630.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Slephy's solution](#)

**631.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Slephy's solution](#)

**632.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Slephy's solution](#)

**633.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Slephy's solution](#)

**634.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Slephy's solution](#)

**635.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Slephy's solution](#)

**636.**

2046C

[Adventurers](#) · [Tutorial](#)

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

[Slephy's solution](#)

**637.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Slephy's solution](#)

**638.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Slephy's solution](#)

**639.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Slephy's solution](#)

**640.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Slephy's solution](#)

**641.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Slephy's solution](#)

**642.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Slephy's solution](#)

**643.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Slephy's solution](#)

**644.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Slephy's solution](#)

**645.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Slephy's solution](#)

**646.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Slephy's solution](#)

**647.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Slephy's solution](#)

**648.**

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Slephy's solution](#)

**649.**

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Slephy's solution](#)

**650.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Slephy's solution](#)

**651.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Slephy's solution](#)

**652.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Slephy's solution](#)

**653.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Slephy's solution](#)

**654.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Slephy's solution](#)