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Unique solved — SmolBrain

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

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1.

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19.

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2010B

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28.

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42.

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43.

2013A

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44.

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1942A

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48.

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49.

1933B

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60.

1777A

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68.

1688B

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81.

1676B

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84.

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85.

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86.

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87.

1674B

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88.

1674A

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90.

1672B

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91.

1672A

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100.

1660B

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Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: math
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101.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
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102.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[SmolBrain's solution](#)

103.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
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104.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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105.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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106.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings
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107.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[SmolBrain's solution](#)

108.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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109.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

110.

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

111.

1650A

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Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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112.

1649A

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Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

113.

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[SmolBrain's solution](#)

114.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

115.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[SmolBrain's solution](#)

116.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SmolBrain's solution](#)

117.

1644B

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Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SmolBrain's solution](#)

118.

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

119.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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120.

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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121.

1638A

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122.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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123.

1634A

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124.

1633B

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125.

1633A

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126.

1632A

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127.

1631A

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128.

1629B

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129.

1629A

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130.

1626A

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131.

1194A

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132.

1061A

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Quality: 24,106 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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133.

669A

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134.

1627A

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135.

1409A

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136.

1625A

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137.

1624A

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138.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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139.

1616A

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140.

1623A

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141.

1622A

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Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
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142.

1615A

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143.

1619B

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144.

1619A

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145.

1620A

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146.

1617A

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147.

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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148.

1618A

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149.

1591A

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150.

1608A

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[SmolBrain's solution](#)

151.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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152.

1614A

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153.

1611B

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Quality: 31,917 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

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154.

1611A

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Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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155.

1612A

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156.

1589A

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[SmolBrain's solution](#)

157.

1605A

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Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

158.

1607A

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

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159.

1604A

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[SmolBrain's solution](#)

160.

1602A

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161.

1582A

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162.

1586A

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163.

1593A

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164.

1598A

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165.

1594A

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166.

1592A

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167.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

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168.

1579A

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169.

1574A

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170.

1573A

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171.

1566B

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172.

1566A

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173.

1569A

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174.

1567A

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175.

1556A

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176.

1562A

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177.

1561A

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178.

1560B

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Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

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179.

1560C

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[SmolBrain's solution](#)

180.

1560A

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[SmolBrain's solution](#)

181.

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[SmolBrain's solution](#)

182.

1367B

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183.

1549B

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184.

1549A

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185.

1554A

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186.

1552A

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187.

233A

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188.

1551B1

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189.

1551A

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190.

1553A

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191.

1530B

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192.

1530A

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193.

1550A

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194.

1546A

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195.

1527A

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196.

1547B

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197.

1547A

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198.

1542A

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Quality: 51,637 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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199.

1541A

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Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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200.

1539B

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201.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

202.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

203.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

204.

1538A

[Stone Game](#) · [Tutorial](#)

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

[SmolBrain's solution](#)

205.

112A

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

Quality: 287,289 global accepts · Rating: 800 · first AC: 2021-01-31 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

206.

1536A

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

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

[SmolBrain's solution](#)

207.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,159 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

208.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2021-06-01 · PyPy 3 (first AC) · Tags: implementation

[SmolBrain's solution](#)

209.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

210.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[SmolBrain's solution](#)

211.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

212.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

213.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,635 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[SmolBrain's solution](#)

214.

1520A

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

Quality: 58,462 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

215.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,128 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SmolBrain's solution](#)

216.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[SmolBrain's solution](#)

217.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[SmolBrain's solution](#)

218.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

219.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SmolBrain's solution](#)

220.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[SmolBrain's solution](#)

221.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,478 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[SmolBrain's solution](#)

222.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[SmolBrain's solution](#)

223.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SmolBrain's solution](#)

224.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SmolBrain's solution](#)

225.

71A

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

Quality: 503,324 global accepts · Rating: 800 · first AC: 2021-01-31 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: strings
[SmolBrain's solution](#)

226.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

227.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

228.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,110 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

229.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[SmolBrain's solution](#)

230.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

231.

1478A

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

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

232.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2021-03-25 · last AC: 2021-03-25 · PyPy 3 (first AC) · Tags: math

[SmolBrain's solution](#)

233.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-03-24 · PyPy 3 (first AC) · Tags: games, greedy, strings

[SmolBrain's solution](#)

234.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

235.

1499A

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

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[SmolBrain's solution](#)

236.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,093 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[SmolBrain's solution](#)

237.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[SmolBrain's solution](#)

238.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

239.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[SmolBrain's solution](#)

240.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[SmolBrain's solution](#)

241.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: greedy, strings
[SmolBrain's solution](#)

242.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2021-02-03 · PyPy 3 (first AC) · Tags: greedy, strings
[SmolBrain's solution](#)

243.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2021-02-02 · last AC: 2021-02-02 · PyPy 3 (first AC) · Tags: brute force, implementation
[SmolBrain's solution](#)

244.

731A

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

Quality: 53,212 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[SmolBrain's solution](#)

245.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

246.

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

247.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

248.

1283A

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

Quality: 61,302 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[SmolBrain's solution](#)

249.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,383 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

250.

469A

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

Quality: 121,207 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

251.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,437 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

252.

61A

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

Quality: 136,218 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

253.

486A

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

Quality: 154,161 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

254.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,112 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

255.

1030A

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

Quality: 171,480 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

256.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,347 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

257.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,550 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

258.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,650 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

259.

467A

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

Quality: 155,962 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

260.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,760 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[SmolBrain's solution](#)

261.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,556 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

262.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,476 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

263.

110A

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

Quality: 199,523 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

264.

266B

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

Quality: 166,101 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[SmolBrain's solution](#)

265.

59A

[Word](#) · [Tutorial](#)

Quality: 227,964 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

266.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,170 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[SmolBrain's solution](#)

267.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,570 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

268.

977A

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

Quality: 217,516 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

269.

791A

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

Quality: 257,261 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

270.

546A

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

Quality: 235,241 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[SmolBrain's solution](#)

271.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,071 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[SmolBrain's solution](#)

272.

266A

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

Quality: 244,603 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

273.

281A

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

Quality: 271,024 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[SmolBrain's solution](#)

274.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,399 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[SmolBrain's solution](#)

275.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,049 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

276.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,338 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

277.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,760 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

278.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,514 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[SmolBrain's solution](#)

279.

231A

[Team](#) · [Tutorial](#)

Quality: 430,322 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[SmolBrain's solution](#)

280.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,961 global accepts · Rating: 800 · first AC: 2021-01-31 · PyPy 3 (first AC) · Tags: brute force, math
[SmolBrain's solution](#)

281.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

282.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

283.

2072B

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

Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[SmolBrain's solution](#)

284.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

285.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

286.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SmolBrain's solution](#)

287.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[SmolBrain's solution](#)

288.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SmolBrain's solution](#)

289.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

290.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[SmolBrain's solution](#)

291.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SmolBrain's solution](#)

292.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[SmolBrain's solution](#)

293.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[SmolBrain's solution](#)

294.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SmolBrain's solution](#)

295.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[SmolBrain's solution](#)

296.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,179 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[SmolBrain's solution](#)

297.

1675B

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

Quality: 43,301 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SmolBrain's solution](#)

298.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[SmolBrain's solution](#)

299.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,904 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[SmolBrain's solution](#)

300.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[SmolBrain's solution](#)

301.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

302.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

303.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

304.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

305.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[SmolBrain's solution](#)

306.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

307.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[SmolBrain's solution](#)

308.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,951 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

309.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SmolBrain's solution](#)

310.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

311.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

312.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number

theory

[SmolBrain's solution](#)

313.

1610A

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

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

[SmolBrain's solution](#)

314.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

315.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

316.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

317.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,488 global accepts · Rating: 900 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: strings

[SmolBrain's solution](#)

318.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,369 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

319.

1593B

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

Quality: 40,654 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[SmolBrain's solution](#)

320.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

321.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SmolBrain's solution](#)

322.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

323.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[SmolBrain's solution](#)

324.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SmolBrain's solution](#)

325.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,788 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

326.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,314 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

327.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

328.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,204 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[SmolBrain's solution](#)

329.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

330.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

331.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[SmolBrain's solution](#)

332.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[SmolBrain's solution](#)

333.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[SmolBrain's solution](#)

334.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

335.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

336.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,909 global accepts · Rating: 1000 · first AC: 2025-12-23 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[SmolBrain's solution](#)

337.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

338.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

339.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[SmolBrain's solution](#)

340.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SmolBrain's solution](#)

341.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SmolBrain's solution](#)

342.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

343.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[SmolBrain's solution](#)

344.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

345.

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

346.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

347.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[SmolBrain's solution](#)

348.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,043 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[SmolBrain's solution](#)

349.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[SmolBrain's solution](#)

350.

1474B

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

Quality: 40,339 global accepts · Rating: 1000 · first AC: 2021-04-06 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[SmolBrain's solution](#)

351.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

352.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

353.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[SmolBrain's solution](#)

354.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[SmolBrain's solution](#)

355.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

356.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[SmolBrain's solution](#)

357.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[SmolBrain's solution](#)

358.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

359.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,147 global accepts · Rating: 1000 · first AC: 2021-03-24 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[SmolBrain's solution](#)

360.

1632B

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

Quality: 31,542 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SmolBrain's solution](#)

361.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory, sortings

[SmolBrain's solution](#)

362.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SmolBrain's solution](#)

363.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

364.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SmolBrain's solution](#)

365.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[SmolBrain's solution](#)

366.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

367.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

368.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[SmolBrain's solution](#)

369.

1620B

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

Quality: 31,479 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[SmolBrain's solution](#)

370.

1027A

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

Quality: 18,808 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

371.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

372.

1614B

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

Quality: 29,038 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[SmolBrain's solution](#)

373.

1611C

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

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

[SmolBrain's solution](#)

374.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

375.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

376.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[SmolBrain's solution](#)

377.

1593C

[Save More Mice](#) · [Tutorial](#)

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

[SmolBrain's solution](#)

378.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

379.

1579E1

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

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

380.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SmolBrain's solution](#)

381.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

382.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,943 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[SmolBrain's solution](#)

383.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[SmolBrain's solution](#)

384.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[SmolBrain's solution](#)

385.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

386.

742A

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

Quality: 51,988 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[SmolBrain's solution](#)

387.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,005 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

388.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[SmolBrain's solution](#)

389.

584A

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

Quality: 52,614 global accepts · Rating: 1000 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[SmolBrain's solution](#)

390.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

391.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

392.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[SmolBrain's solution](#)

393.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,940 global accepts · Rating: 1000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[SmolBrain's solution](#)

394.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[SmolBrain's solution](#)

395.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[SmolBrain's solution](#)

396.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

397.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[SmolBrain's solution](#)

398.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[SmolBrain's solution](#)

399.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SmolBrain's solution](#)

400.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

401.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[SmolBrain's solution](#)

402.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SmolBrain's solution](#)

403.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[SmolBrain's solution](#)

404.

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[SmolBrain's solution](#)

405.

1362A

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

Quality: 34,086 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SmolBrain's solution](#)

406.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[SmolBrain's solution](#)

407.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

408.

1388B

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Quality: 22,821 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

409.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

410.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

411.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[SmolBrain's solution](#)

412.

1418A

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Quality: 33,854 global accepts · Rating: 1000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[SmolBrain's solution](#)

413.

1419D1

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Quality: 26,388 global accepts · Rating: 1000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

414.

1430C

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Quality: 28,237 global accepts · Rating: 1000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SmolBrain's solution](#)

415.

1438B

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Quality: 29,075 global accepts · Rating: 1000 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SmolBrain's solution](#)

416.

1447B

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Quality: 26,454 global accepts · Rating: 1000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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417.

1450B

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Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[SmolBrain's solution](#)

418.

1469A

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Quality: 30,034 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[SmolBrain's solution](#)

419.

1469B

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Quality: 31,061 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[SmolBrain's solution](#)

420.

1473B

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Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[SmolBrain's solution](#)

421.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[SmolBrain's solution](#)

422.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
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423.

1506C

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Quality: 35,639 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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424.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[SmolBrain's solution](#)

425.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[SmolBrain's solution](#)

426.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[SmolBrain's solution](#)

427.

2125C

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Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[SmolBrain's solution](#)

428.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

429.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

430.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[SmolBrain's solution](#)

431.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[SmolBrain's solution](#)

432.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

433.

2086B

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

Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[SmolBrain's solution](#)

434.

2103B

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

Quality: 17,708 global accepts · Rating: 1100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

435.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[SmolBrain's solution](#)

436.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[SmolBrain's solution](#)

437.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[SmolBrain's solution](#)

438.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games,

strings

[SmolBrain's solution](#)

439.

2025B

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Quality: 19,617 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

440.

1957B

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Quality: 20,418 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

441.

1942B

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Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

442.

1950D

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Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[SmolBrain's solution](#)

443.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[SmolBrain's solution](#)

444.

1864B

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Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SmolBrain's solution](#)

445.

1838B

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Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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446.

1827A

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Quality: 28,814 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[SmolBrain's solution](#)

447.

1832B

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Quality: 35,502 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[SmolBrain's solution](#)

448.

1787B

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Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SmolBrain's solution](#)

449.

1731B

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Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

450.

1685A

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

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[SmolBrain's solution](#)

451.

1682B

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Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[SmolBrain's solution](#)

452.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)

453.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[SmolBrain's solution](#)

454.

1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

455.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,779 global accepts · Rating: 1100 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

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456.

1672C

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Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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457.

1669D

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

458.

1669F

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Quality: 39,621 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[SmolBrain's solution](#)

459.

1656B

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Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

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460.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings

[SmolBrain's solution](#)

461.

1637B

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Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[SmolBrain's solution](#)

462.

1633C

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Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

463.

1631B

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Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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464.

1345B

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465.

919B

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466.

495A

[Digital Counter](#) · [Tutorial](#)

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467.

1213B

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Quality: 31,557 global accepts · Rating: 1100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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468.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

469.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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470.

1066A

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Quality: 15,428 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

471.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,926 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SmolBrain's solution](#)

472.

1625B

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Quality: 16,859 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SmolBrain's solution](#)

473.

1624C

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[SmolBrain's solution](#)

474.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: math

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475.

1616B

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Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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476.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[SmolBrain's solution](#)

477.

1618C

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Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

478.

1382B

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Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[SmolBrain's solution](#)

479.

1609B

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[SmolBrain's solution](#)

480.

1610B

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Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

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481.

1604B

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Quality: 16,335 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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482.

1606B

[Update Files](#) · [Tutorial](#)

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483.

1602B

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Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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484.

1593D1

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Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

485.

1594B

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Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SmolBrain's solution](#)

486.

1579B

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Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

487.

1574B

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Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[SmolBrain's solution](#)

488.

1566D1

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

[SmolBrain's solution](#)

489.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

490.

1547C

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Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[SmolBrain's solution](#)

491.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[SmolBrain's solution](#)

492.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[SmolBrain's solution](#)

493.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SmolBrain's solution](#)

494.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[SmolBrain's solution](#)

495.

706B

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

Quality: 84,476 global accepts · Rating: 1100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[SmolBrain's solution](#)

496.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[SmolBrain's solution](#)

497.

467B

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

Quality: 42,856 global accepts · Rating: 1100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[SmolBrain's solution](#)

498.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SmolBrain's solution](#)

499.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · last AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[SmolBrain's solution](#)

500.

1511C

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

Quality: 32,812 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[SmolBrain's solution](#)

501.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[SmolBrain's solution](#)

502.

1506B

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

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[SmolBrain's solution](#)

503.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[SmolBrain's solution](#)

504.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1100 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[SmolBrain's solution](#)

505.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[SmolBrain's solution](#)

506.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[SmolBrain's solution](#)

507.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[SmolBrain's solution](#)

508.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

509.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[SmolBrain's solution](#)

510.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[SmolBrain's solution](#)

511.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[SmolBrain's solution](#)

512.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

513.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

514.

2072C

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

Quality: 19,576 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SmolBrain's solution](#)

515.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

516.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[SmolBrain's solution](#)

517.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

518.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[SmolBrain's solution](#)

519.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

520.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[SmolBrain's solution](#)

521.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,687 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[SmolBrain's solution](#)

522.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[SmolBrain's solution](#)

523.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[SmolBrain's solution](#)

524.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

525.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

526.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

527.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[SmolBrain's solution](#)

528.

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

529.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[SmolBrain's solution](#)

530.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,392 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

531.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[SmolBrain's solution](#)

532.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[SmolBrain's solution](#)

533.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SmolBrain's solution](#)

534.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

535.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[SmolBrain's solution](#)

536.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[SmolBrain's solution](#)

537.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[SmolBrain's solution](#)

538.

1635C

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

Quality: 25,140 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

539.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

540.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

541.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

542.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[SmolBrain's solution](#)

543.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[SmolBrain's solution](#)

544.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[SmolBrain's solution](#)

545.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

546.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SmolBrain's solution](#)

547.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

548.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

549.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

550.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[SmolBrain's solution](#)

551.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,656 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[SmolBrain's solution](#)

552.

1586B

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

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

[SmolBrain's solution](#)

553.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[SmolBrain's solution](#)

554.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,349 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[SmolBrain's solution](#)

555.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[SmolBrain's solution](#)

556.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[SmolBrain's solution](#)

557.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, schedules
[SmolBrain's solution](#)

558.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[SmolBrain's solution](#)

559.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SmolBrain's solution](#)

560.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[SmolBrain's solution](#)

561.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SmolBrain's solution](#)

562.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[SmolBrain's solution](#)

563.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[SmolBrain's solution](#)

564.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[SmolBrain's solution](#)

565.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[SmolBrain's solution](#)

566.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,493 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[SmolBrain's solution](#)

567.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,484 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[SmolBrain's solution](#)

568.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,467 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SmolBrain's solution](#)

569.

1537C

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

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[SmolBrain's solution](#)

570.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[SmolBrain's solution](#)

571.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[SmolBrain's solution](#)

572.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[SmolBrain's solution](#)

573.

1536B

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

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[SmolBrain's solution](#)

574.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SmolBrain's solution](#)

575.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,827 global accepts · Rating: 1200 · first AC: 2021-05-04 · last AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

576.

1097B

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

Quality: 35,963 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[SmolBrain's solution](#)

577.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

578.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,746 global accepts · Rating: 1200 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[SmolBrain's solution](#)

579.

1527B1

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

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2021-05-20 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[SmolBrain's solution](#)

580.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

581.

492B

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

Quality: 90,203 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[SmolBrain's solution](#)

582.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[SmolBrain's solution](#)

583.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[SmolBrain's solution](#)

584.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

585.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[SmolBrain's solution](#)

586.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[SmolBrain's solution](#)

587.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SmolBrain's solution](#)

588.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[SmolBrain's solution](#)

589.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

590.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

591.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[SmolBrain's solution](#)

592.

1343C

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

Quality: 44,079 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[SmolBrain's solution](#)

593.

1352C

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

Quality: 69,780 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

594.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[SmolBrain's solution](#)

595.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

596.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

597.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,044 global accepts · Rating: 1200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[SmolBrain's solution](#)

598.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

599.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[SmolBrain's solution](#)

600.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[SmolBrain's solution](#)

601.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[SmolBrain's solution](#)

602.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

603.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[SmolBrain's solution](#)

604.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,923 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SmolBrain's solution](#)

605.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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606.

1399C

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Quality: 32,655 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
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607.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[SmolBrain's solution](#)

608.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[SmolBrain's solution](#)

609.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[SmolBrain's solution](#)

610.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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611.

1420B

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Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
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612.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
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613.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[SmolBrain's solution](#)

614.

1433D

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615.

1437B

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Quality: 20,853 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[SmolBrain's solution](#)

616.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

617.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

618.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[SmolBrain's solution](#)

619.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[SmolBrain's solution](#)

620.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

621.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[SmolBrain's solution](#)

622.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SmolBrain's solution](#)

623.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[SmolBrain's solution](#)

624.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,722 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

625.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

626.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

627.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,699 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

628.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,443 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[SmolBrain's solution](#)

629.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[SmolBrain's solution](#)

630.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[SmolBrain's solution](#)

631.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

632.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[SmolBrain's solution](#)

633.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

634.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SmolBrain's solution](#)

635.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SmolBrain's solution](#)

636.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[SmolBrain's solution](#)

637.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

638.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[SmolBrain's solution](#)

639.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

640.

2072D

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

Quality: 17,641 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

641.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SmolBrain's solution](#)

642.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[SmolBrain's solution](#)

643.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

644.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

645.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SmolBrain's solution](#)

646.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[SmolBrain's solution](#)

647.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

648.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SmolBrain's solution](#)

649.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[SmolBrain's solution](#)

650.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

651.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

652.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SmolBrain's solution](#)

653.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[SmolBrain's solution](#)

654.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

655.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,008 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

656.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[SmolBrain's solution](#)

657.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[SmolBrain's solution](#)

658.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,117 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SmolBrain's solution](#)

659.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[SmolBrain's solution](#)

660.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[SmolBrain's solution](#)

661.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[SmolBrain's solution](#)

662.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SmolBrain's solution](#)

663.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SmolBrain's solution](#)

664.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

665.

1650D

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

Quality: 14,711 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SmolBrain's solution](#)

666.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[SmolBrain's solution](#)

667.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[SmolBrain's solution](#)

668.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math
[SmolBrain's solution](#)

669.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[SmolBrain's solution](#)

670.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[SmolBrain's solution](#)

671.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[SmolBrain's solution](#)

672.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[SmolBrain's solution](#)

673.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[SmolBrain's solution](#)

674.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[SmolBrain's solution](#)

675.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SmolBrain's solution](#)

676.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

677.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

678.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

679.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,811 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

680.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

681.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SmolBrain's solution](#)

682.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[SmolBrain's solution](#)

683.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

684.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[SmolBrain's solution](#)

685.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

686.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

687.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)

688.

1561B

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

Quality: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

689.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[SmolBrain's solution](#)

690.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

691.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,347 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, two pointers

[SmolBrain's solution](#)

692.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[SmolBrain's solution](#)

693.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[SmolBrain's solution](#)

694.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory, strings

[SmolBrain's solution](#)

695.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SmolBrain's solution](#)

696.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SmolBrain's solution](#)

697.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[SmolBrain's solution](#)

698.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

699.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

700.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

701.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[SmolBrain's solution](#)

702.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,274 global accepts · Rating: 1300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[SmolBrain's solution](#)

703.

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[SmolBrain's solution](#)

704.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation, trees

[SmolBrain's solution](#)

705.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

706.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

707.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SmolBrain's solution](#)

708.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

709.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,371 global accepts · Rating: 1300 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[SmolBrain's solution](#)

710.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[SmolBrain's solution](#)

711.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[SmolBrain's solution](#)

712.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1300 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

713.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SmolBrain's solution](#)

714.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

715.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[SmolBrain's solution](#)

716.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[SmolBrain's solution](#)

717.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SmolBrain's solution](#)

718.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SmolBrain's solution](#)

719.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[SmolBrain's solution](#)

720.

476B

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

Quality: 37,028 global accepts · Rating: 1300 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[SmolBrain's solution](#)

721.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

722.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,351 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[SmolBrain's solution](#)

723.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

724.

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[SmolBrain's solution](#)

725.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[SmolBrain's solution](#)

726.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[SmolBrain's solution](#)

727.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[SmolBrain's solution](#)

728.

2010C1

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

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-04-30 · Node.js (first AC) · Tags: brute force, strings

[SmolBrain's solution](#)

729.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[SmolBrain's solution](#)

730.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

731.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[SmolBrain's solution](#)

732.

1691C

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

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · last AC: 2024-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SmolBrain's solution](#)

733.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[SmolBrain's solution](#)

734.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[SmolBrain's solution](#)

735.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[SmolBrain's solution](#)

736.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SmolBrain's solution](#)

737.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[SmolBrain's solution](#)

738.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

739.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SmolBrain's solution](#)

740.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)

741.

1860C

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

Quality: 15,567 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[SmolBrain's solution](#)

742.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

743.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[SmolBrain's solution](#)

744.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

745.

1830A

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

Quality: 20,326 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

746.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[SmolBrain's solution](#)

747.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[SmolBrain's solution](#)

748.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

749.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[SmolBrain's solution](#)

750.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

751.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SmolBrain's solution](#)

752.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[SmolBrain's solution](#)

753.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[SmolBrain's solution](#)

754.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, matrices

[SmolBrain's solution](#)

755.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SmolBrain's solution](#)

756.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SmolBrain's solution](#)

757.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[SmolBrain's solution](#)

758.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 1400 · first AC: 2021-06-22 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[SmolBrain's solution](#)

759.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

760.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[SmolBrain's solution](#)

761.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[SmolBrain's solution](#)

762.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

763.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[SmolBrain's solution](#)

764.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,110 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[SmolBrain's solution](#)

765.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[SmolBrain's solution](#)

766.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[SmolBrain's solution](#)

767.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SmolBrain's solution](#)

768.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[SmolBrain's solution](#)

769.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SmolBrain's solution](#)

770.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[SmolBrain's solution](#)

771.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

772.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[SmolBrain's solution](#)

773.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[SmolBrain's solution](#)

774.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

775.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

776.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[SmolBrain's solution](#)

777.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

778.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

779.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[SmolBrain's solution](#)

780.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[SmolBrain's solution](#)

781.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[SmolBrain's solution](#)

782.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[SmolBrain's solution](#)

783.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[SmolBrain's solution](#)

784.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

785.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

786.

1362C

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

Quality: 23,710 global accepts · Rating: 1400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SmolBrain's solution](#)

787.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[SmolBrain's solution](#)

788.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

789.

1374D

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

Quality: 31,096 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[SmolBrain's solution](#)

790.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

791.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

792.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[SmolBrain's solution](#)

793.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[SmolBrain's solution](#)

794.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SmolBrain's solution](#)

795.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

796.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[SmolBrain's solution](#)

797.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,528 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings

[SmolBrain's solution](#)

798.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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799.

1443C

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800.

1130C

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801.

1200C

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802.

987C

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803.

1393B

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804.

1167C

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805.

270B

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Quality: 4,446 global accepts · Rating: 1400 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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806.

1108D

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807.

799B

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808.

762A

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809.

550B

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810.

1535C

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Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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811.

1183C

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812.

1320A

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[SmolBrain's solution](#)

813.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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814.

538B

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Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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815.

1195C

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Quality: 34,842 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

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816.

1350B

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[SmolBrain's solution](#)

817.

698A

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Quality: 37,952 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SmolBrain's solution](#)

818.

1526B

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Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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819.

1348B

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Quality: 27,493 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SmolBrain's solution](#)

820.

520B

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Quality: 62,195 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[SmolBrain's solution](#)

821.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

822.

279B

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Quality: 72,446 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[SmolBrain's solution](#)

823.

489C

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Quality: 51,684 global accepts · Rating: 1400 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[SmolBrain's solution](#)

824.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

825.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SmolBrain's solution](#)

826.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[SmolBrain's solution](#)

827.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[SmolBrain's solution](#)

828.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

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829.

679A

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Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

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830.

1506D

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Quality: 25,539 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SmolBrain's solution](#)

831.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[SmolBrain's solution](#)

832.

2169D1

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833.

566F

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834.

2115A

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[SmolBrain's solution](#)

835.

2070C

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Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[SmolBrain's solution](#)

836.

2109C1

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Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[SmolBrain's solution](#)

837.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[SmolBrain's solution](#)

838.

2107C

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Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[SmolBrain's solution](#)

839.

2108C

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Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[SmolBrain's solution](#)

840.

2072E

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

Quality: 12,271 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

[SmolBrain's solution](#)

841.

2049C

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Quality: 13,642 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

842.

1873G

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843.

1950E

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[SmolBrain's solution](#)

844.

1933E

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Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

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845.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[SmolBrain's solution](#)

846.

1809C

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Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

847.

1690E

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Quality: 16,989 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

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848.

1101C

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Quality: 12,037 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SmolBrain's solution](#)

849.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

850.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[SmolBrain's solution](#)

851.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[SmolBrain's solution](#)

852.

1673C

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Quality: 18,014 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SmolBrain's solution](#)

853.

1542B

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Quality: 26,541 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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854.

1659C

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[SmolBrain's solution](#)

855.

1646C

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856.

1379B

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[SmolBrain's solution](#)

857.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

858.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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859.

853A

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Quality: 6,191 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

860.

1621B

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861.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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862.

1301B

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863.

1611D

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864.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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865.

128A

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Quality: 3,510 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[SmolBrain's solution](#)

866.

165B

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867.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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868.

1579C

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869.

272C

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870.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

871.

1338A

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Quality: 30,347 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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872.

325A

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Quality: 2,301 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

873.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

874.

991D

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Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

875.

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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876.

342B

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Quality: 4,207 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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877.

1201B

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[SmolBrain's solution](#)

878.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[SmolBrain's solution](#)

879.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[SmolBrain's solution](#)

880.

744A

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

Quality: 9,731 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

881.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[SmolBrain's solution](#)

882.

1551C

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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[SmolBrain's solution](#)

883.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[SmolBrain's solution](#)

884.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[SmolBrain's solution](#)

885.

1325C

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

Quality: 17,158 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[SmolBrain's solution](#)

886.

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs
[SmolBrain's solution](#)

887.

742B

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Quality: 10,061 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
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888.

580C

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Quality: 55,468 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[SmolBrain's solution](#)

889.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings
[SmolBrain's solution](#)

890.

1368B

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Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[SmolBrain's solution](#)

891.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[SmolBrain's solution](#)

892.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

893.

1196C

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Quality: 9,772 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

894.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[SmolBrain's solution](#)

895.

1546C

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

Rating: 1500 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SmolBrain's solution](#)

896.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[SmolBrain's solution](#)

897.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[SmolBrain's solution](#)

898.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[SmolBrain's solution](#)

899.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SmolBrain's solution](#)

900.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[SmolBrain's solution](#)

901.

415B

[Mashmokh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[SmolBrain's solution](#)

902.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math
[SmolBrain's solution](#)

903.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[SmolBrain's solution](#)

904.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[SmolBrain's solution](#)

905.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[SmolBrain's solution](#)

906.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SmolBrain's solution](#)

907.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[SmolBrain's solution](#)

908.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[SmolBrain's solution](#)

909.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

910.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[SmolBrain's solution](#)

911.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[SmolBrain's solution](#)

912.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[SmolBrain's solution](#)

913.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings

[SmolBrain's solution](#)

914.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[SmolBrain's solution](#)

915.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

916.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[SmolBrain's solution](#)

917.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[SmolBrain's solution](#)

918.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SmolBrain's solution](#)

919.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

920.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

921.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SmolBrain's solution](#)

922.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

923.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

924.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[SmolBrain's solution](#)

925.

1323B

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

Quality: 11,768 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[SmolBrain's solution](#)

926.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[SmolBrain's solution](#)

927.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[SmolBrain's solution](#)

928.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

929.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,990 global accepts · Rating: 1500 · first AC: 2021-05-30 · last AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SmolBrain's solution](#)

930.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

931.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

932.

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SmolBrain's solution](#)

933.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

934.

1409D

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

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

935.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

936.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

937.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

938.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 1500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SmolBrain's solution](#)

939.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

940.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SmolBrain's solution](#)

941.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[SmolBrain's solution](#)

942.

1490F

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

Quality: 18,387 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[SmolBrain's solution](#)

943.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[SmolBrain's solution](#)

944.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-06-16 · last AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[SmolBrain's solution](#)

945.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SmolBrain's solution](#)

946.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[SmolBrain's solution](#)

947.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[SmolBrain's solution](#)

948.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SmolBrain's solution](#)

949.

1538F

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

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

[SmolBrain's solution](#)

950.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[SmolBrain's solution](#)

951.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[SmolBrain's solution](#)

952.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

953.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,456 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[SmolBrain's solution](#)

954.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[SmolBrain's solution](#)

955.

1418C

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

Quality: 28,145 global accepts · Rating: 1500 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[SmolBrain's solution](#)

956.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[SmolBrain's solution](#)

957.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

958.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[SmolBrain's solution](#)

959.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

960.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

961.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

962.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[SmolBrain's solution](#)

963.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[SmolBrain's solution](#)

964.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[SmolBrain's solution](#)

965.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[SmolBrain's solution](#)

966.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SmolBrain's solution](#)

967.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[SmolBrain's solution](#)

968.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SmolBrain's solution](#)

969.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[SmolBrain's solution](#)

970.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SmolBrain's solution](#)

971.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[SmolBrain's solution](#)

972.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[SmolBrain's solution](#)

973.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[SmolBrain's solution](#)

974.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

975.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

976.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[SmolBrain's solution](#)

977.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SmolBrain's solution](#)

978.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[SmolBrain's solution](#)

979.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

980.

1904D1

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

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

981.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[SmolBrain's solution](#)

982.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SmolBrain's solution](#)

983.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

984.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SmolBrain's solution](#)

985.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

986.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

987.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SmolBrain's solution](#)

988.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[SmolBrain's solution](#)

989.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SmolBrain's solution](#)

990.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[SmolBrain's solution](#)

991.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

992.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[SmolBrain's solution](#)

993.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[SmolBrain's solution](#)

994.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

995.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SmolBrain's solution](#)

996.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,702 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

997.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[SmolBrain's solution](#)

998.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

999.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SmolBrain's solution](#)

1000.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SmolBrain's solution](#)

1001.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[SmolBrain's solution](#)

1002.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[SmolBrain's solution](#)

1003.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[SmolBrain's solution](#)

1004.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1005.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

1006.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2021-12-05 · last AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

1007.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[SmolBrain's solution](#)

1008.

1609D

[Social Network](#) · [Tutorial](#)

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

[SmolBrain's solution](#)

1009.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1010.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1011.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[SmolBrain's solution](#)

1012.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[SmolBrain's solution](#)

1013.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1014.

1607E

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

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

[SmolBrain's solution](#)

1015.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[SmolBrain's solution](#)

1016.

1582D

[Vupsen, Pupsen and 0 · Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[SmolBrain's solution](#)

1017.

678C

[Joty and Chocolate · Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[SmolBrain's solution](#)

1018.

1109A

[Sasha and a Bit of Relax · Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[SmolBrain's solution](#)

1019.

1593E

[Gardener and Tree · Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[SmolBrain's solution](#)

1020.

559A

[Gerald's Hexagon · Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[SmolBrain's solution](#)

1021.

1196D2

[RGB Substring \(hard version\) · Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[SmolBrain's solution](#)

1022.

319A

[Malek Dance Club · Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[SmolBrain's solution](#)

1023.

660C

[Hard Process · Tutorial](#)

Quality: 10,754 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers
[SmolBrain's solution](#)

1024.

1227D1

[Optimal Subsequences \(Easy Version\) · Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[SmolBrain's solution](#)

1025.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[SmolBrain's solution](#)

1026.

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SmolBrain's solution](#)

1027.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[SmolBrain's solution](#)

1028.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1029.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1030.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1031.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[SmolBrain's solution](#)

1032.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[SmolBrain's solution](#)

1033.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[SmolBrain's solution](#)

1034.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

1035.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[SmolBrain's solution](#)

1036.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[SmolBrain's solution](#)

1037.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1038.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

1039.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

1040.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[SmolBrain's solution](#)

1041.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1042.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SmolBrain's solution](#)

1043.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation

[SmolBrain's solution](#)

1044.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SmolBrain's solution](#)

1045.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[SmolBrain's solution](#)

1046.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, two pointers
[SmolBrain's solution](#)

1047.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[SmolBrain's solution](#)

1048.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu
[SmolBrain's solution](#)

1049.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory
[SmolBrain's solution](#)

1050.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[SmolBrain's solution](#)

1051.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[SmolBrain's solution](#)

1052.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[SmolBrain's solution](#)

1053.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[SmolBrain's solution](#)

1054.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[SmolBrain's solution](#)

1055.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[SmolBrain's solution](#)

1056.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SmolBrain's solution](#)

1057.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[SmolBrain's solution](#)

1058.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[SmolBrain's solution](#)

1059.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math

[SmolBrain's solution](#)

1060.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[SmolBrain's solution](#)

1061.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[SmolBrain's solution](#)

1062.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1063.

1555D

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

Quality: 15,471 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[SmolBrain's solution](#)

1064.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[SmolBrain's solution](#)

1065.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[SmolBrain's solution](#)

1066.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1067.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[SmolBrain's solution](#)

1068.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1069.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[SmolBrain's solution](#)

1070.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[SmolBrain's solution](#)

1071.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SmolBrain's solution](#)

1072.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[SmolBrain's solution](#)

1073.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

1074.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[SmolBrain's solution](#)

1075.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[SmolBrain's solution](#)

1076.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[SmolBrain's solution](#)

1077.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

1078.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1079.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1080.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[SmolBrain's solution](#)

1081.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1082.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

1083.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,466 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[SmolBrain's solution](#)

1084.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1085.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

1086.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[SmolBrain's solution](#)

1087.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[SmolBrain's solution](#)

1088.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings, two pointers
[SmolBrain's solution](#)

1089.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[SmolBrain's solution](#)

1090.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,168 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings
[SmolBrain's solution](#)

1091.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

1092.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation, strings
[SmolBrain's solution](#)

1093.

1352G

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

Quality: 24,805 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[SmolBrain's solution](#)

1094.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers
[SmolBrain's solution](#)

1095.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[SmolBrain's solution](#)

1096.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,629 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[SmolBrain's solution](#)

1097.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,862 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[SmolBrain's solution](#)

1098.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SmolBrain's solution](#)

1099.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1100.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1101.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[SmolBrain's solution](#)

1102.

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SmolBrain's solution](#)

1103.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2021-07-08 · last AC: 2021-07-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1104.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[SmolBrain's solution](#)

1105.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[SmolBrain's solution](#)

1106.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[SmolBrain's solution](#)

1107.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[SmolBrain's solution](#)

1108.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

1109.

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[SmolBrain's solution](#)

1110.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1111.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[SmolBrain's solution](#)

1112.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[SmolBrain's solution](#)

1113.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[SmolBrain's solution](#)

1114.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[SmolBrain's solution](#)

1115.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1116.

1151B

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

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[SmolBrain's solution](#)

1117.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1118.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[SmolBrain's solution](#)

1119.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

1120.

825B

[Five-In-a-Row · Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

1121.

1033C

[Permutation Game · Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games

[SmolBrain's solution](#)

1122.

1537E1

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

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[SmolBrain's solution](#)

1123.

1223C

[Save the Nature · Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[SmolBrain's solution](#)

1124.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[SmolBrain's solution](#)

1125.

735D

[Taxes · Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1126.

785C

[Anton and Fairy Tale · Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

1127.

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[SmolBrain's solution](#)

1128.

1513C

[Add One · Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[SmolBrain's solution](#)

1129.

1389B

[Array Walk · Tutorial](#)

Quality: 20,351 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[SmolBrain's solution](#)

1130.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[SmolBrain's solution](#)

1131.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[SmolBrain's solution](#)

1132.

1526C2

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

Quality: 29,747 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1133.

1529C

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

Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SmolBrain's solution](#)

1134.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[SmolBrain's solution](#)

1135.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

1136.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[SmolBrain's solution](#)

1137.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1138.

2201B

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

Quality: 4,959 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1139.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

1140.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[SmolBrain's solution](#)

1141.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[SmolBrain's solution](#)

1142.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SmolBrain's solution](#)

1143.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

1144.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[SmolBrain's solution](#)

1145.

2112D

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

Quality: 9,443 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[SmolBrain's solution](#)

1146.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SmolBrain's solution](#)

1147.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[SmolBrain's solution](#)

1148.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[SmolBrain's solution](#)

1149.

2010C2

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

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2025-04-30 · Node.js (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[SmolBrain's solution](#)

1150.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[SmolBrain's solution](#)

1151.

2072F

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

Quality: 8,448 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

[SmolBrain's solution](#)

1152.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[SmolBrain's solution](#)

1153.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[SmolBrain's solution](#)

1154.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[SmolBrain's solution](#)

1155.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

1156.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,806 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

1157.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[SmolBrain's solution](#)

1158.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SmolBrain's solution](#)

1159.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[SmolBrain's solution](#)

1160.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[SmolBrain's solution](#)

1161.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SmolBrain's solution](#)

1162.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[SmolBrain's solution](#)

1163.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SmolBrain's solution](#)

1164.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[SmolBrain's solution](#)

1165.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-02 · last AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[SmolBrain's solution](#)

1166.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[SmolBrain's solution](#)

1167.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

1168.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[SmolBrain's solution](#)

1169.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[SmolBrain's solution](#)

1170.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[SmolBrain's solution](#)

1171.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[SmolBrain's solution](#)

1172.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SmolBrain's solution](#)

1173.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[SmolBrain's solution](#)

1174.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[SmolBrain's solution](#)

1175.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1176.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[SmolBrain's solution](#)

1177.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SmolBrain's solution](#)

1178.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[SmolBrain's solution](#)

1179.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

1180.

1678D

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

Rating: 1700 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1181.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[SmolBrain's solution](#)

1182.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[SmolBrain's solution](#)

1183.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[SmolBrain's solution](#)

1184.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1185.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,904 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[SmolBrain's solution](#)

1186.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[SmolBrain's solution](#)

1187.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1188.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2021-11-28 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SmolBrain's solution](#)

1189.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[SmolBrain's solution](#)

1190.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[SmolBrain's solution](#)

1191.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1192.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

1193.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[SmolBrain's solution](#)

1194.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1195.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[SmolBrain's solution](#)

1196.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

1197.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SmolBrain's solution](#)

1198.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[SmolBrain's solution](#)

1199.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1200.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[SmolBrain's solution](#)

1201.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1202.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[SmolBrain's solution](#)

1203.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[SmolBrain's solution](#)

1204.

977F

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

Quality: 25,133 global accepts · Rating: 1700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1205.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[SmolBrain's solution](#)

1206.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1207.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1208.

1586C

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

Rating: 1700 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[SmolBrain's solution](#)

1209.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1210.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[SmolBrain's solution](#)

1211.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1212.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[SmolBrain's solution](#)

1213.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[SmolBrain's solution](#)

1214.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1215.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[SmolBrain's solution](#)

1216.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[SmolBrain's solution](#)

1217.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[SmolBrain's solution](#)

1218.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[SmolBrain's solution](#)

1219.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

1220.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[SmolBrain's solution](#)

1221.

339D

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

Quality: 32,555 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SmolBrain's solution](#)

1222.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[SmolBrain's solution](#)

1223.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[SmolBrain's solution](#)

1224.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1225.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

1226.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,665 global accepts · Rating: 1700 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[SmolBrain's solution](#)

1227.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SmolBrain's solution](#)

1228.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[SmolBrain's solution](#)

1229.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[SmolBrain's solution](#)

1230.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[SmolBrain's solution](#)

1231.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1232.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[SmolBrain's solution](#)

1233.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[SmolBrain's solution](#)

1234.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[SmolBrain's solution](#)

1235.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[SmolBrain's solution](#)

1236.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

1237.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

1238.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1239.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[SmolBrain's solution](#)

1240.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1241.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1242.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,662 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[SmolBrain's solution](#)

1243.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[SmolBrain's solution](#)

1244.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1245.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

1246.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

1247.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[SmolBrain's solution](#)

1248.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[SmolBrain's solution](#)

1249.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1250.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[SmolBrain's solution](#)

1251.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1252.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SmolBrain's solution](#)

1253.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[SmolBrain's solution](#)

1254.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[SmolBrain's solution](#)

1255.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[SmolBrain's solution](#)

1256.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1257.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

1258.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1259.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

1260.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[SmolBrain's solution](#)

1261.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1262.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[SmolBrain's solution](#)

1263.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[SmolBrain's solution](#)

1264.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[SmolBrain's solution](#)

1265.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[SmolBrain's solution](#)

1266.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[SmolBrain's solution](#)

1267.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[SmolBrain's solution](#)

1268.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[SmolBrain's solution](#)

1269.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[SmolBrain's solution](#)

1270.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[SmolBrain's solution](#)

1271.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[SmolBrain's solution](#)

1272.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1273.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1274.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1275.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

1276.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[SmolBrain's solution](#)

1277.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SmolBrain's solution](#)

1278.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1279.

632C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[SmolBrain's solution](#)

1280.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[SmolBrain's solution](#)

1281.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[SmolBrain's solution](#)

1282.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[SmolBrain's solution](#)

1283.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

1284.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1285.

1529D

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

Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[SmolBrain's solution](#)

1286.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SmolBrain's solution](#)

1287.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,482 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SmolBrain's solution](#)

1288.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[SmolBrain's solution](#)

1289.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[SmolBrain's solution](#)

1290.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[SmolBrain's solution](#)

1291.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[SmolBrain's solution](#)

1292.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,763 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[SmolBrain's solution](#)

1293.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[SmolBrain's solution](#)

1294.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

1295.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[SmolBrain's solution](#)

1296.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

1297.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[SmolBrain's solution](#)

1298.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1299.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[SmolBrain's solution](#)

1300.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1301.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1302.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[SmolBrain's solution](#)

1303.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[SmolBrain's solution](#)

1304.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[SmolBrain's solution](#)

1305.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1306.

483B

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

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

1307.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2021-09-19 · last AC: 2025-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SmolBrain's solution](#)

1308.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[SmolBrain's solution](#)

1309.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SmolBrain's solution](#)

1310.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1311.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SmolBrain's solution](#)

1312.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[SmolBrain's solution](#)

1313.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[SmolBrain's solution](#)

1314.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[SmolBrain's solution](#)

1315.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[SmolBrain's solution](#)

1316.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[SmolBrain's solution](#)

1317.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SmolBrain's solution](#)

1318.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[SmolBrain's solution](#)

1319.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[SmolBrain's solution](#)

1320.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[SmolBrain's solution](#)

1321.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[SmolBrain's solution](#)

1322.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings, two pointers

[SmolBrain's solution](#)

1323.

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SmolBrain's solution](#)

1324.

1678B2

[Tokitsukaze and Good 01-String \(hard version\) · Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SmolBrain's solution](#)

1325.

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SmolBrain's solution](#)

1326.

280B

[Maximum Xor Secondary · Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, two pointers

[SmolBrain's solution](#)

1327.

1016C

[Vasya And The Mushrooms · Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1328.

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SmolBrain's solution](#)

1329.

1420D

[Rescue Nibel! · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-12-25 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[SmolBrain's solution](#)

1330.

888E

[Maximum Subsequence · Tutorial](#)

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[SmolBrain's solution](#)

1331.

1649D

[Integral Array · Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[SmolBrain's solution](#)

1332.

778B

[Bitwise Formula · Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[SmolBrain's solution](#)

1333.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[SmolBrain's solution](#)

1334.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[SmolBrain's solution](#)

1335.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[SmolBrain's solution](#)

1336.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings
[SmolBrain's solution](#)

1337.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[SmolBrain's solution](#)

1338.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SmolBrain's solution](#)

1339.

221D

[Little Elephant and Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[SmolBrain's solution](#)

1340.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SmolBrain's solution](#)

1341.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings
[SmolBrain's solution](#)

1342.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[SmolBrain's solution](#)

1343.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[SmolBrain's solution](#)

1344.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[SmolBrain's solution](#)

1345.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, graphs

[SmolBrain's solution](#)

1346.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[SmolBrain's solution](#)

1347.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers

[SmolBrain's solution](#)

1348.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[SmolBrain's solution](#)

1349.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[SmolBrain's solution](#)

1350.

1151C

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

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1351.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)

1352.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[SmolBrain's solution](#)

1353.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[SmolBrain's solution](#)

1354.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[SmolBrain's solution](#)

1355.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force

[SmolBrain's solution](#)

1356.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[SmolBrain's solution](#)

1357.

1447D

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

Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[SmolBrain's solution](#)

1358.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[SmolBrain's solution](#)

1359.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

1360.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[SmolBrain's solution](#)

1361.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[SmolBrain's solution](#)

1362.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[SmolBrain's solution](#)

1363.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[SmolBrain's solution](#)

1364.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[SmolBrain's solution](#)

1365.

1586D

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

Rating: 1800 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[SmolBrain's solution](#)

1366.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[SmolBrain's solution](#)

1367.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,182 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SmolBrain's solution](#)

1368.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy

[SmolBrain's solution](#)

1369.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[SmolBrain's solution](#)

1370.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1371.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[SmolBrain's solution](#)

1372.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[SmolBrain's solution](#)

1373.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1374.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

1375.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[SmolBrain's solution](#)

1376.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1377.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[SmolBrain's solution](#)

1378.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1379.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

1380.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SmolBrain's solution](#)

1381.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[SmolBrain's solution](#)

1382.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[SmolBrain's solution](#)

1383.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest

paths

[SmolBrain's solution](#)

1384.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[SmolBrain's solution](#)

1385.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1386.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1387.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[SmolBrain's solution](#)

1388.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1389.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1390.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1391.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1392.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[SmolBrain's solution](#)

1393.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math

[SmolBrain's solution](#)

1394.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1395.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1396.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[SmolBrain's solution](#)

1397.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SmolBrain's solution](#)

1398.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[SmolBrain's solution](#)

1399.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

1400.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[SmolBrain's solution](#)

1401.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[SmolBrain's solution](#)

1402.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[SmolBrain's solution](#)

1403.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

1404.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[SmolBrain's solution](#)

1405.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1406.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[SmolBrain's solution](#)

1407.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[SmolBrain's solution](#)

1408.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[SmolBrain's solution](#)

1409.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[SmolBrain's solution](#)

1410.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

1411.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1412.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SmolBrain's solution](#)

1413.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[SmolBrain's solution](#)

1414.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[SmolBrain's solution](#)

1415.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[SmolBrain's solution](#)

1416.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math
[SmolBrain's solution](#)

1417.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[SmolBrain's solution](#)

1418.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[SmolBrain's solution](#)

1419.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[SmolBrain's solution](#)

1420.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[SmolBrain's solution](#)

1421.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation
[SmolBrain's solution](#)

1422.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[SmolBrain's solution](#)

1423.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp
[SmolBrain's solution](#)

1424.

1549D

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

Rating: 1800 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[SmolBrain's solution](#)

1425.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1426.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1427.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, strings

[SmolBrain's solution](#)

1428.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, sortings

[SmolBrain's solution](#)

1429.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

1430.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, number theory

[SmolBrain's solution](#)

1431.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1432.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SmolBrain's solution](#)

1433.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[SmolBrain's solution](#)

1434.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[SmolBrain's solution](#)

1435.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1436.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2021-08-25 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[SmolBrain's solution](#)

1437.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[SmolBrain's solution](#)

1438.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[SmolBrain's solution](#)

1439.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1440.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SmolBrain's solution](#)

1441.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[SmolBrain's solution](#)

1442.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[SmolBrain's solution](#)

1443.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[SmolBrain's solution](#)

1444.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,045 global accepts · Rating: 1800 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[SmolBrain's solution](#)

1445.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[SmolBrain's solution](#)

1446.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2021-05-31 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[SmolBrain's solution](#)

1447.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[SmolBrain's solution](#)

1448.

1525D

[Armchairs](#) · [Tutorial](#)

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

[SmolBrain's solution](#)

1449.

1509C

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

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

1450.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · last AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[SmolBrain's solution](#)

1451.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[SmolBrain's solution](#)

1452.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[SmolBrain's solution](#)

1453.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

1454.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

1455.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[SmolBrain's solution](#)

1456.

2138B

[Antiamuny Wants to Learn Swap · Tutorial](#)

Quality: 5,343 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[SmolBrain's solution](#)

1457.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SmolBrain's solution](#)

1458.

2111E

[Changing the String · Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[SmolBrain's solution](#)

1459.

2109D

[D/D/D · Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[SmolBrain's solution](#)

1460.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[SmolBrain's solution](#)

1461.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[SmolBrain's solution](#)

1462.

2049D

[Shift + Esc · Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[SmolBrain's solution](#)

1463.

2052E

[Expression Correction · Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[SmolBrain's solution](#)

1464.

2042D

[Recommendations · Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation,

sortings, two pointers

[SmolBrain's solution](#)

1465.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[SmolBrain's solution](#)

1466.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[SmolBrain's solution](#)

1467.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[SmolBrain's solution](#)

1468.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[SmolBrain's solution](#)

1469.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[SmolBrain's solution](#)

1470.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

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1471.

1950G

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Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

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1472.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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1473.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

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1474.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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1475.

1854A2

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Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1476.

1847D

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1477.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[SmolBrain's solution](#)

1478.

1777D

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Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[SmolBrain's solution](#)

1479.

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

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1480.

359C

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Quality: 3,559 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1481.

22D

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Quality: 3,414 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1482.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[SmolBrain's solution](#)

1483.

109B

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Quality: 1,780 global accepts · Rating: 1900 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[SmolBrain's solution](#)

1484.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms

[SmolBrain's solution](#)

1485.

25C

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Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SmolBrain's solution](#)

1486.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-11-12 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[SmolBrain's solution](#)

1487.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[SmolBrain's solution](#)

1488.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[SmolBrain's solution](#)

1489.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

1490.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[SmolBrain's solution](#)

1491.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

1492.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[SmolBrain's solution](#)

1493.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SmolBrain's solution](#)

1494.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[SmolBrain's solution](#)

1495.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SmolBrain's solution](#)

1496.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[SmolBrain's solution](#)

1497.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-06-28 · last AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1498.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1499.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1500.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1501.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[SmolBrain's solution](#)

1502.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

1503.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[SmolBrain's solution](#)

1504.

1183H

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1505.

1649E

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

Quality: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[SmolBrain's solution](#)

1506.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[SmolBrain's solution](#)

1507.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-10-29 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1508.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2022-02-26 · last AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[SmolBrain's solution](#)

1509.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-10-31 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[SmolBrain's solution](#)

1510.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[SmolBrain's solution](#)

1511.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[SmolBrain's solution](#)

1512.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-02-13 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[SmolBrain's solution](#)

1513.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, sortings

[SmolBrain's solution](#)

1514.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[SmolBrain's solution](#)

1515.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SmolBrain's solution](#)**1516.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[SmolBrain's solution](#)**1517.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-10 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[SmolBrain's solution](#)**1518.**

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[SmolBrain's solution](#)**1519.**

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[SmolBrain's solution](#)**1520.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-10-08 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)**1521.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[SmolBrain's solution](#)**1522.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[SmolBrain's solution](#)**1523.**

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[SmolBrain's solution](#)**1524.**

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[SmolBrain's solution](#)

1525.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[SmolBrain's solution](#)

1526.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[SmolBrain's solution](#)

1527.

25D

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Quality: 15,578 global accepts · Rating: 1900 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees
[SmolBrain's solution](#)

1528.

1383B

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Quality: 5,444 global accepts · Rating: 1900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[SmolBrain's solution](#)

1529.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings
[SmolBrain's solution](#)

1530.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[SmolBrain's solution](#)

1531.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation
[SmolBrain's solution](#)

1532.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[SmolBrain's solution](#)

1533.

463C

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Quality: 9,185 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation
[SmolBrain's solution](#)

1534.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[SmolBrain's solution](#)

1535.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1536.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[SmolBrain's solution](#)

1537.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[SmolBrain's solution](#)

1538.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1539.

488B

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Quality: 2,263 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[SmolBrain's solution](#)

1540.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1541.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1542.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[SmolBrain's solution](#)

1543.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory, strings

[SmolBrain's solution](#)

1544.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[SmolBrain's solution](#)

1545.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[SmolBrain's solution](#)

1546.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1547.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1548.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1549.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SmolBrain's solution](#)

1550.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[SmolBrain's solution](#)

1551.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

1552.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[SmolBrain's solution](#)

1553.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1554.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[SmolBrain's solution](#)

1555.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[SmolBrain's solution](#)

1556.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SmolBrain's solution](#)

1557.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[SmolBrain's solution](#)

1558.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

1559.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[SmolBrain's solution](#)

1560.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[SmolBrain's solution](#)

1561.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[SmolBrain's solution](#)

1562.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[SmolBrain's solution](#)

1563.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[SmolBrain's solution](#)

1564.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[SmolBrain's solution](#)

1565.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

1566.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory

[SmolBrain's solution](#)

1567.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

1568.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SmolBrain's solution](#)

1569.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

1570.

1029D

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

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1571.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[SmolBrain's solution](#)

1572.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[SmolBrain's solution](#)

1573.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[SmolBrain's solution](#)

1574.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1575.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[SmolBrain's solution](#)

1576.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1577.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1578.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[SmolBrain's solution](#)

1579.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

1580.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[SmolBrain's solution](#)

1581.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees

[SmolBrain's solution](#)

1582.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[SmolBrain's solution](#)

1583.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[SmolBrain's solution](#)

1584.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[SmolBrain's solution](#)

1585.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2021-10-23 · last AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math

[SmolBrain's solution](#)

1586.

1163C1

[Power Transmission \(Easy Edition\) · Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[SmolBrain's solution](#)

1587.

510D

[Fox And Jumping · Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[SmolBrain's solution](#)

1588.

1477B

[Nezzar and Binary String · Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

1589.

388B

[Fox and Minimal path · Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[SmolBrain's solution](#)

1590.

1593D2

[Half of Same · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[SmolBrain's solution](#)

1591.

1436D

[Bandit in a City · Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[SmolBrain's solution](#)

1592.

1105D

[Kilani and the Game · Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[SmolBrain's solution](#)

1593.

883G

[Orientation of Edges · Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1594.

1054D

[Changing Array · Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1595.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[SmolBrain's solution](#)

1596.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees
[SmolBrain's solution](#)

1597.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[SmolBrain's solution](#)

1598.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings
[SmolBrain's solution](#)

1599.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees
[SmolBrain's solution](#)

1600.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy
[SmolBrain's solution](#)

1601.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings
[SmolBrain's solution](#)

1602.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[SmolBrain's solution](#)

1603.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[SmolBrain's solution](#)

1604.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SmolBrain's solution](#)

1605.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[SmolBrain's solution](#)

1606.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary

search

[SmolBrain's solution](#)

1607.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[SmolBrain's solution](#)

1608.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SmolBrain's solution](#)

1609.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[SmolBrain's solution](#)

1610.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[SmolBrain's solution](#)

1611.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[SmolBrain's solution](#)

1612.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

1613.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[SmolBrain's solution](#)

1614.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SmolBrain's solution](#)

1615.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[SmolBrain's solution](#)

1616.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 1900 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SmolBrain's solution](#)

1617.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1618.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SmolBrain's solution](#)

1619.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures

[SmolBrain's solution](#)

1620.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SmolBrain's solution](#)

1621.

1547F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[SmolBrain's solution](#)

1622.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[SmolBrain's solution](#)

1623.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[SmolBrain's solution](#)

1624.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[SmolBrain's solution](#)

1625.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[SmolBrain's solution](#)

1626.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[SmolBrain's solution](#)

1627.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[SmolBrain's solution](#)

1628.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[SmolBrain's solution](#)

1629.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[SmolBrain's solution](#)

1630.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

1631.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

1632.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[SmolBrain's solution](#)

1633.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-25 · last AC: 2025-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SmolBrain's solution](#)

1634.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[SmolBrain's solution](#)

1635.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[SmolBrain's solution](#)

1636.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[SmolBrain's solution](#)

1637.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[SmolBrain's solution](#)

1638.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[SmolBrain's solution](#)

1639.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[SmolBrain's solution](#)

1640.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SmolBrain's solution](#)

1641.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[SmolBrain's solution](#)

1642.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[SmolBrain's solution](#)

1643.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

1644.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[SmolBrain's solution](#)

1645.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[SmolBrain's solution](#)

1646.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[SmolBrain's solution](#)

1647.

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[SmolBrain's solution](#)

1648.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[SmolBrain's solution](#)

1649.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[SmolBrain's solution](#)

1650.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[SmolBrain's solution](#)

1651.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[SmolBrain's solution](#)

1652.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[SmolBrain's solution](#)

1653.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[SmolBrain's solution](#)

1654.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[SmolBrain's solution](#)

1655.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SmolBrain's solution](#)

1656.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[SmolBrain's solution](#)

1657.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[SmolBrain's solution](#)

1658.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[SmolBrain's solution](#)

1659.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[SmolBrain's solution](#)

1660.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[SmolBrain's solution](#)

1661.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[SmolBrain's solution](#)

1662.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[SmolBrain's solution](#)

1663.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

1664.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1665.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[SmolBrain's solution](#)

1666.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2021-12-14 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

1667.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1668.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, sortings

[SmolBrain's solution](#)

1669.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[SmolBrain's solution](#)

1670.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[SmolBrain's solution](#)

1671.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[SmolBrain's solution](#)

1672.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SmolBrain's solution](#)

1673.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1674.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1675.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1676.

194D

[Xor](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[SmolBrain's solution](#)

1677.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, greedy, math, sortings

[SmolBrain's solution](#)

1678.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[SmolBrain's solution](#)

1679.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[SmolBrain's solution](#)

1680.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SmolBrain's solution](#)

1681.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SmolBrain's solution](#)

1682.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SmolBrain's solution](#)

1683.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[SmolBrain's solution](#)

1684.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[SmolBrain's solution](#)

1685.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[SmolBrain's solution](#)

1686.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[SmolBrain's solution](#)

1687.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[SmolBrain's solution](#)

1688.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[SmolBrain's solution](#)

1689.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[SmolBrain's solution](#)

1690.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[SmolBrain's solution](#)

1691.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SmolBrain's solution](#)

1692.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[SmolBrain's solution](#)

1693.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1694.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[SmolBrain's solution](#)

1695.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[SmolBrain's solution](#)

1696.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[SmolBrain's solution](#)

1697.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[SmolBrain's solution](#)

1698.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SmolBrain's solution](#)

1699.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[SmolBrain's solution](#)

1700.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[SmolBrain's solution](#)

1701.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

1702.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,143 global accepts · Rating: 2000 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1703.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[SmolBrain's solution](#)

1704.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1705.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[SmolBrain's solution](#)

1706.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SmolBrain's solution](#)

1707.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1708.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[SmolBrain's solution](#)

1709.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[SmolBrain's solution](#)

1710.

774J

[Stepan's Series](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[SmolBrain's solution](#)

1711.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[SmolBrain's solution](#)

1712.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[SmolBrain's solution](#)

1713.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[SmolBrain's solution](#)

1714.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SmolBrain's solution](#)

1715.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[SmolBrain's solution](#)

1716.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[SmolBrain's solution](#)

1717.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,861 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[SmolBrain's solution](#)

1718.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

1719.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[SmolBrain's solution](#)

1720.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[SmolBrain's solution](#)

1721.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

1722.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[SmolBrain's solution](#)

1723.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[SmolBrain's solution](#)

1724.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[SmolBrain's solution](#)

1725.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[SmolBrain's solution](#)

1726.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1727.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[SmolBrain's solution](#)

1728.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[SmolBrain's solution](#)

1729.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[SmolBrain's solution](#)

1730.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[SmolBrain's solution](#)

1731.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[SmolBrain's solution](#)

1732.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SmolBrain's solution](#)

1733.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,631 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[SmolBrain's solution](#)

1734.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[SmolBrain's solution](#)

1735.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[SmolBrain's solution](#)

1736.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1737.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SmolBrain's solution](#)

1738.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp
[SmolBrain's solution](#)

1739.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[SmolBrain's solution](#)

1740.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[SmolBrain's solution](#)

1741.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-12-06 · last AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[SmolBrain's solution](#)

1742.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[SmolBrain's solution](#)

1743.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[SmolBrain's solution](#)

1744.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SmolBrain's solution](#)

1745.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[SmolBrain's solution](#)

1746.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[SmolBrain's solution](#)

1747.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[SmolBrain's solution](#)

1748.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[SmolBrain's solution](#)

1749.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[SmolBrain's solution](#)

1750.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[SmolBrain's solution](#)

1751.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[SmolBrain's solution](#)

1752.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[SmolBrain's solution](#)

1753.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers
[SmolBrain's solution](#)

1754.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[SmolBrain's solution](#)

1755.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[SmolBrain's solution](#)

1756.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[SmolBrain's solution](#)

1757.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings
[SmolBrain's solution](#)

1758.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SmolBrain's solution](#)

1759.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[SmolBrain's solution](#)

1760.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[SmolBrain's solution](#)

1761.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[SmolBrain's solution](#)

1762.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SmolBrain's solution](#)

1763.

380C

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

Quality: 19,780 global accepts · Rating: 2000 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[SmolBrain's solution](#)

1764.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1765.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[SmolBrain's solution](#)

1766.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[SmolBrain's solution](#)

1767.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[SmolBrain's solution](#)

1768.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

1769.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[SmolBrain's solution](#)

1770.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1771.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[SmolBrain's solution](#)

1772.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[SmolBrain's solution](#)

1773.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[SmolBrain's solution](#)

1774.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SmolBrain's solution](#)

1775.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1776.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[SmolBrain's solution](#)

1777.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[SmolBrain's solution](#)

1778.

2092E

[She knows... · Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[SmolBrain's solution](#)

1779.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SmolBrain's solution](#)

1780.

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[SmolBrain's solution](#)

1781.

2052D

[DAG Serialization · Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[SmolBrain's solution](#)

1782.

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

[SmolBrain's solution](#)

1783.

2045I

[Microwavable Subsequence · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1784.

2038B

[Make It Equal · Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

1785.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[SmolBrain's solution](#)

1786.

2031E

[Penchick and Chloe's Trees · Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[SmolBrain's solution](#)

1787.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SmolBrain's solution](#)

1788.

2005E1

[Subtangle Game \(Easy Version\) · Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[SmolBrain's solution](#)

1789.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SmolBrain's solution](#)

1790.

1933F

[Turtle Mission: Robot and the Earthquake · Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[SmolBrain's solution](#)

1791.

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[SmolBrain's solution](#)

1792.

1934D1

[XOR Break --- Solo Version · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[SmolBrain's solution](#)

1793.

1920E

[Counting Binary Strings · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1794.

1919D

[01 Tree · Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[SmolBrain's solution](#)

1795.

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[SmolBrain's solution](#)

1796.

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[SmolBrain's solution](#)

1797.

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[SmolBrain's solution](#)

1798.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[SmolBrain's solution](#)

1799.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,708 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[SmolBrain's solution](#)

1800.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[SmolBrain's solution](#)

1801.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1802.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[SmolBrain's solution](#)

1803.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1804.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[SmolBrain's solution](#)

1805.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[SmolBrain's solution](#)

1806.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[SmolBrain's solution](#)

1807.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1808.

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[SmolBrain's solution](#)

1809.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[SmolBrain's solution](#)

1810.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

1811.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[SmolBrain's solution](#)

1812.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[SmolBrain's solution](#)

1813.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1814.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SmolBrain's solution](#)

1815.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[SmolBrain's solution](#)

1816.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[SmolBrain's solution](#)

1817.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[SmolBrain's solution](#)

1818.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[SmolBrain's solution](#)

1819.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SmolBrain's solution](#)

1820.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[SmolBrain's solution](#)

1821.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[SmolBrain's solution](#)

1822.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[SmolBrain's solution](#)

1823.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SmolBrain's solution](#)

1824.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1825.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[SmolBrain's solution](#)

1826.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1827.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[SmolBrain's solution](#)

1828.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[SmolBrain's solution](#)

1829.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[SmolBrain's solution](#)

1830.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, strings

[SmolBrain's solution](#)

1831.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[SmolBrain's solution](#)

1832.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[SmolBrain's solution](#)

1833.

463E

[Caixa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[SmolBrain's solution](#)

1834.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[SmolBrain's solution](#)

1835.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[SmolBrain's solution](#)

1836.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[SmolBrain's solution](#)

1837.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SmolBrain's solution](#)

1838.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math
[SmolBrain's solution](#)

1839.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[SmolBrain's solution](#)

1840.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[SmolBrain's solution](#)

1841.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[SmolBrain's solution](#)

1842.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-03-02 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[SmolBrain's solution](#)

1843.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-02 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[SmolBrain's solution](#)

1844.

1510D

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Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
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1845.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SmolBrain's solution](#)

1846.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[SmolBrain's solution](#)

1847.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2100 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy
[SmolBrain's solution](#)

1848.

1614D1

[Divan and Kostomuksha \(easy version\) · Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-29 · last AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[SmolBrain's solution](#)

1849.

1606E

[Arena · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1850.

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[SmolBrain's solution](#)

1851.

1575L

[Longest Array Deconstruction · Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[SmolBrain's solution](#)

1852.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[SmolBrain's solution](#)

1853.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[SmolBrain's solution](#)

1854.

1650G

[Counting Shortcuts · Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[SmolBrain's solution](#)

1855.

936B

[Sleepy Game · Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[SmolBrain's solution](#)

1856.

370D

[Broken Monitor · Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1857.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

1858.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[SmolBrain's solution](#)

1859.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

1860.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SmolBrain's solution](#)

1861.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[SmolBrain's solution](#)

1862.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[SmolBrain's solution](#)

1863.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[SmolBrain's solution](#)

1864.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[SmolBrain's solution](#)

1865.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[SmolBrain's solution](#)

1866.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SmolBrain's solution](#)

1867.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[SmolBrain's solution](#)

1868.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SmolBrain's solution](#)

1869.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,508 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[SmolBrain's solution](#)

1870.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[SmolBrain's solution](#)

1871.

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games

[SmolBrain's solution](#)

1872.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[SmolBrain's solution](#)

1873.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[SmolBrain's solution](#)

1874.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · last AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

1875.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[SmolBrain's solution](#)

1876.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[SmolBrain's solution](#)

1877.

1409F

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

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1878.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[SmolBrain's solution](#)

1879.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[SmolBrain's solution](#)

1880.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[SmolBrain's solution](#)

1881.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings
[SmolBrain's solution](#)

1882.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[SmolBrain's solution](#)

1883.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths
[SmolBrain's solution](#)

1884.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, meet-in-the-middle
[SmolBrain's solution](#)

1885.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[SmolBrain's solution](#)

1886.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math
[SmolBrain's solution](#)

1887.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[SmolBrain's solution](#)

1888.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[SmolBrain's solution](#)

1889.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[SmolBrain's solution](#)

1890.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[SmolBrain's solution](#)

1891.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[SmolBrain's solution](#)

1892.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,645 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[SmolBrain's solution](#)

1893.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[SmolBrain's solution](#)

1894.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[SmolBrain's solution](#)

1895.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[SmolBrain's solution](#)

1896.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[SmolBrain's solution](#)

1897.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[SmolBrain's solution](#)

1898.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: flows

[SmolBrain's solution](#)

1899.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[SmolBrain's solution](#)

1900.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[SmolBrain's solution](#)

1901.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[SmolBrain's solution](#)

1902.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[SmolBrain's solution](#)

1903.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[SmolBrain's solution](#)

1904.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SmolBrain's solution](#)

1905.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-05-10 · last AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[SmolBrain's solution](#)

1906.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[SmolBrain's solution](#)

1907.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[SmolBrain's solution](#)

1908.

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

[SmolBrain's solution](#)

1909.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[SmolBrain's solution](#)

1910.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1911.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[SmolBrain's solution](#)

1912.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[SmolBrain's solution](#)

1913.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

1914.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SmolBrain's solution](#)

1915.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[SmolBrain's solution](#)

1916.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SmolBrain's solution](#)

1917.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry,

greedy, implementation, strings

[SmolBrain's solution](#)

1918.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[SmolBrain's solution](#)

1919.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[SmolBrain's solution](#)

1920.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[SmolBrain's solution](#)

1921.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[SmolBrain's solution](#)

1922.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[SmolBrain's solution](#)

1923.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[SmolBrain's solution](#)

1924.

1918E

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

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[SmolBrain's solution](#)

1925.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

1926.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[SmolBrain's solution](#)

1927.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs

and similar, dp, graphs

[SmolBrain's solution](#)

1928.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[SmolBrain's solution](#)

1929.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[SmolBrain's solution](#)

1930.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1931.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1932.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[SmolBrain's solution](#)

1933.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[SmolBrain's solution](#)

1934.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[SmolBrain's solution](#)

1935.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[SmolBrain's solution](#)

1936.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SmolBrain's solution](#)

1937.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[SmolBrain's solution](#)

1938.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[SmolBrain's solution](#)

1939.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[SmolBrain's solution](#)

1940.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[SmolBrain's solution](#)

1941.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SmolBrain's solution](#)

1942.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[SmolBrain's solution](#)

1943.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1944.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[SmolBrain's solution](#)

1945.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-05-14 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[SmolBrain's solution](#)

1946.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SmolBrain's solution](#)

1947.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[SmolBrain's solution](#)

1948.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1949.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[SmolBrain's solution](#)

1950.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[SmolBrain's solution](#)

1951.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[SmolBrain's solution](#)

1952.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[SmolBrain's solution](#)

1953.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[SmolBrain's solution](#)

1954.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1955.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[SmolBrain's solution](#)

1956.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[SmolBrain's solution](#)

1957.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[SmolBrain's solution](#)

1958.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[SmolBrain's solution](#)

1959.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[SmolBrain's solution](#)

1960.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1961.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[SmolBrain's solution](#)

1962.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[SmolBrain's solution](#)

1963.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[SmolBrain's solution](#)

1964.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[SmolBrain's solution](#)

1965.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SmolBrain's solution](#)

1966.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1967.

1400E

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

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2022-05-09 · last AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[SmolBrain's solution](#)

1968.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

greedy, interactive

[SmolBrain's solution](#)

1969.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[SmolBrain's solution](#)

1970.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[SmolBrain's solution](#)

1971.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SmolBrain's solution](#)

1972.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[SmolBrain's solution](#)

1973.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SmolBrain's solution](#)

1974.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[SmolBrain's solution](#)

1975.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[SmolBrain's solution](#)

1976.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[SmolBrain's solution](#)

1977.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SmolBrain's solution](#)

1978.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1979.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[SmolBrain's solution](#)

1980.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[SmolBrain's solution](#)

1981.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-16 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[SmolBrain's solution](#)

1982.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[SmolBrain's solution](#)

1983.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

1984.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[SmolBrain's solution](#)

1985.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[SmolBrain's solution](#)

1986.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[SmolBrain's solution](#)

1987.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[SmolBrain's solution](#)

1988.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

1989.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[SmolBrain's solution](#)

1990.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[SmolBrain's solution](#)

1991.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[SmolBrain's solution](#)

1992.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[SmolBrain's solution](#)

1993.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

1994.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[SmolBrain's solution](#)

1995.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[SmolBrain's solution](#)

1996.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[SmolBrain's solution](#)

1997.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SmolBrain's solution](#)

1998.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[SmolBrain's solution](#)

1999.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[SmolBrain's solution](#)

2000.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[SmolBrain's solution](#)

2001.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[SmolBrain's solution](#)

2002.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SmolBrain's solution](#)

2003.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[SmolBrain's solution](#)

2004.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[SmolBrain's solution](#)

2005.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SmolBrain's solution](#)

2006.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

[SmolBrain's solution](#)

2007.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SmolBrain's solution](#)

2008.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[SmolBrain's solution](#)

2009.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[SmolBrain's solution](#)

2010.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[SmolBrain's solution](#)

2011.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[SmolBrain's solution](#)

2012.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

[SmolBrain's solution](#)

2013.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SmolBrain's solution](#)

2014.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[SmolBrain's solution](#)

2015.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[SmolBrain's solution](#)

2016.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[SmolBrain's solution](#)

2017.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[SmolBrain's solution](#)

2018.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SmolBrain's solution](#)

2019.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[SmolBrain's solution](#)

2020.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[SmolBrain's solution](#)

2021.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[SmolBrain's solution](#)

2022.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[SmolBrain's solution](#)

2023.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

2024.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[SmolBrain's solution](#)

2025.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

2026.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[SmolBrain's solution](#)

2027.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SmolBrain's solution](#)

2028.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[SmolBrain's solution](#)

2029.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[SmolBrain's solution](#)

2030.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[SmolBrain's solution](#)

2031.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[SmolBrain's solution](#)

2032.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[SmolBrain's solution](#)

2033.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[SmolBrain's solution](#)

2034.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[SmolBrain's solution](#)

2035.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[SmolBrain's solution](#)

2036.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[SmolBrain's solution](#)

2037.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2038.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[SmolBrain's solution](#)

2039.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[SmolBrain's solution](#)

2040.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[SmolBrain's solution](#)

2041.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[SmolBrain's solution](#)

2042.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[SmolBrain's solution](#)

2043.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[SmolBrain's solution](#)

2044.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[SmolBrain's solution](#)

2045.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[SmolBrain's solution](#)

2046.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[SmolBrain's solution](#)

2047.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[SmolBrain's solution](#)

2048.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[SmolBrain's solution](#)

2049.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[SmolBrain's solution](#)

2050.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[SmolBrain's solution](#)

2051.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[SmolBrain's solution](#)

2052.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[SmolBrain's solution](#)

2053.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[SmolBrain's solution](#)

2054.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[SmolBrain's solution](#)

2055.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[SmolBrain's solution](#)

2056.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[SmolBrain's solution](#)

2057.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SmolBrain's solution](#)

2058.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SmolBrain's solution](#)

2059.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[SmolBrain's solution](#)

2060.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[SmolBrain's solution](#)

2061.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-03 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[SmolBrain's solution](#)

2062.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[SmolBrain's solution](#)

2063.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[SmolBrain's solution](#)

2064.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[SmolBrain's solution](#)

2065.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[SmolBrain's solution](#)

2066.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[SmolBrain's solution](#)

2067.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[SmolBrain's solution](#)

2068.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[SmolBrain's solution](#)

2069.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[SmolBrain's solution](#)

2070.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[SmolBrain's solution](#)

2071.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SmolBrain's solution](#)

2072.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[SmolBrain's solution](#)

2073.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[SmolBrain's solution](#)

2074.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[SmolBrain's solution](#)

2075.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[SmolBrain's solution](#)

2076.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[SmolBrain's solution](#)

2077.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[SmolBrain's solution](#)

2078.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[SmolBrain's solution](#)

2079.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[SmolBrain's solution](#)

2080.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[SmolBrain's solution](#)

2081.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[SmolBrain's solution](#)

2082.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[SmolBrain's solution](#)

2083.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[SmolBrain's solution](#)

2084.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[SmolBrain's solution](#)

2085.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[SmolBrain's solution](#)

2086.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SmolBrain's solution](#)

2087.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[SmolBrain's solution](#)

2088.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

2089.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[SmolBrain's solution](#)

2090.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[SmolBrain's solution](#)

2091.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[SmolBrain's solution](#)

2092.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[SmolBrain's solution](#)

2093.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[SmolBrain's solution](#)

2094.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[SmolBrain's solution](#)

2095.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[SmolBrain's solution](#)

2096.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[SmolBrain's solution](#)

2097.

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[SmolBrain's solution](#)

2098.

2103E

[Keep the Sum · Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[SmolBrain's solution](#)

2099.

2103F

[Maximize Nor · Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings
[SmolBrain's solution](#)

2100.

2108E

[Spruce Dispute · Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[SmolBrain's solution](#)

2101.

2042F

[Two Subarrays · Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices
[SmolBrain's solution](#)

2102.

1704F

[Colouring Game · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games
[SmolBrain's solution](#)

2103.

2045J

[Xorderable Array · Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[SmolBrain's solution](#)

2104.

1613F

[Tree Coloring · Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[SmolBrain's solution](#)

2105.

2006D

[Iris and Adjacent Products · Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[SmolBrain's solution](#)

2106.

1957F1

[Frequency Mismatch \(Easy Version\) · Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[SmolBrain's solution](#)

2107.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[SmolBrain's solution](#)

2108.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SmolBrain's solution](#)

2109.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SmolBrain's solution](#)

2110.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-12-26 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[SmolBrain's solution](#)

2111.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[SmolBrain's solution](#)

2112.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[SmolBrain's solution](#)

2113.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[SmolBrain's solution](#)

2114.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[SmolBrain's solution](#)

2115.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[SmolBrain's solution](#)

2116.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[SmolBrain's solution](#)

2117.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[SmolBrain's solution](#)

2118.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[SmolBrain's solution](#)

2119.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[SmolBrain's solution](#)

2120.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[SmolBrain's solution](#)

2121.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[SmolBrain's solution](#)

2122.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

2123.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[SmolBrain's solution](#)

2124.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[SmolBrain's solution](#)

2125.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SmolBrain's solution](#)

2126.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2127.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[SmolBrain's solution](#)

2128.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[SmolBrain's solution](#)

2129.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[SmolBrain's solution](#)

2130.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[SmolBrain's solution](#)

2131.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SmolBrain's solution](#)

2132.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[SmolBrain's solution](#)

2133.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[SmolBrain's solution](#)

2134.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[SmolBrain's solution](#)

2135.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[SmolBrain's solution](#)

2136.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[SmolBrain's solution](#)

2137.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[SmolBrain's solution](#)

2138.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[SmolBrain's solution](#)

2139.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SmolBrain's solution](#)

2140.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[SmolBrain's solution](#)

2141.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[SmolBrain's solution](#)

2142.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[SmolBrain's solution](#)

2143.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[SmolBrain's solution](#)

2144.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[SmolBrain's solution](#)

2145.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[SmolBrain's solution](#)

2146.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[SmolBrain's solution](#)

2147.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[SmolBrain's solution](#)

2148.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[SmolBrain's solution](#)

2149.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees
[SmolBrain's solution](#)

2150.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[SmolBrain's solution](#)

2151.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[SmolBrain's solution](#)

2152.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
[SmolBrain's solution](#)

2153.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
[SmolBrain's solution](#)

2154.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[SmolBrain's solution](#)

2155.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[SmolBrain's solution](#)

2156.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[SmolBrain's solution](#)

2157.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[SmolBrain's solution](#)

2158.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[SmolBrain's solution](#)

2159.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[SmolBrain's solution](#)

2160.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[SmolBrain's solution](#)

2161.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2162.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2163.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2164.

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2165.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2166.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2167.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2168.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2169.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2170.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2171.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2172.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2173.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2174.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2175.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2176.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2177.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2178.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2179.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2180.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2181.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2182.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2183.

100800A

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

Rating: — · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2184.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2185.

101408C

[Cat vs. Dog](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2186.

101047H

[Guarding the Temples](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2187.

101484H

[Eating Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2188.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2189.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2190.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2191.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2192.

103102I

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

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2193.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2194.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2195.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2196.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2197.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2198.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2199.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2200.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2201.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2202.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2203.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2204.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2205.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2206.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SmolBrain's solution](#)

2207.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2208.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2209.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2210.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2211.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2212.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2213.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2214.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[SmolBrain's solution](#)

2215.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

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