

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

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# Unique solved — StarCuriosity

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

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

Filters: none

Count: 1,895

- 1.**  
2182B  
[New Year Cake](#) · [Tutorial](#)  
Quality: 23,436 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[StarCuriosity's solution](#)
- 2.**  
2182A  
[New Year String](#) · [Tutorial](#)  
Quality: 25,326 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[StarCuriosity's solution](#)
- 3.**  
2119A  
[Add or XOR](#) · [Tutorial](#)  
Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[StarCuriosity's solution](#)
- 4.**  
2108A  
[Permutation Warm-Up](#) · [Tutorial](#)  
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[StarCuriosity's solution](#)
- 5.**  
2117B  
[Shrink](#) · [Tutorial](#)  
Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[StarCuriosity's solution](#)
- 6.**  
2117A  
[False Alarm](#) · [Tutorial](#)  
Quality: 38,043 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[StarCuriosity's solution](#)
- 7.**  
2059A  
[Milya and Two Arrays](#) · [Tutorial](#)  
Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[StarCuriosity's solution](#)
- 8.**  
2031A  
[Penchick and Modern Monument](#) · [Tutorial](#)  
Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[StarCuriosity's solution](#)
- 9.**  
2013A  
[Zhan's Blender](#) · [Tutorial](#)  
Quality: 31,230 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**10.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**11.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**12.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**13.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[StarCuriosity's solution](#)

**14.**

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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**15.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**16.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**17.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**18.**

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**19.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

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**20.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**21.**

1790A

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

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

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**22.**

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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**23.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**24.**

1741A

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

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**25.**

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

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**26.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[StarCuriosity's solution](#)

**27.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**28.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**29.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,774 global accepts · Rating: 800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**30.**

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**31.**

1702A

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

Quality: 38,177 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**32.**

1690C

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

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**33.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**34.**

1690A

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

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**35.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**36.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**37.**

1674A

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

Quality: 27,969 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**38.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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**39.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**40.**

1650A

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

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**41.**

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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**42.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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**43.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**44.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**45.**

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

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**46.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**47.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**48.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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**49.**

1560A

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

Quality: 73,507 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**50.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**51.**

1551A

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

Quality: 58,351 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**52.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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**53.**

1520A

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

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**54.**

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**55.**

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**56.**

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**57.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[StarCuriosity's solution](#)

**58.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[StarCuriosity's solution](#)

**59.**

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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**60.**

1490A

[Dense Array](#) · [Tutorial](#)

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**61.**

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**62.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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**63.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**64.**

1472A

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

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**65.**

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**66.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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**67.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[StarCuriosity's solution](#)

**68.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**69.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**70.**

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**71.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**72.**

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**73.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**74.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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**75.**

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**76.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**77.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**78.**

1296A

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

Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**79.**

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**80.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**81.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
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**82.**

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**83.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
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**84.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[StarCuriosity's solution](#)

**85.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
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**86.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[StarCuriosity's solution](#)

**87.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**88.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[StarCuriosity's solution](#)

**89.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**90.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**91.**

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**92.**

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[StarCuriosity's solution](#)

**93.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[StarCuriosity's solution](#)

**94.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[StarCuriosity's solution](#)

**95.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[StarCuriosity's solution](#)

**96.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[StarCuriosity's solution](#)

**97.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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**98.**

959A

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

Quality: 55,665 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[StarCuriosity's solution](#)

**99.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**100.**

935A

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

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**101.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[StarCuriosity's solution](#)

**102.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**103.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**104.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[StarCuriosity's solution](#)

**105.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**106.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,339 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**107.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**108.**

822A

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

Quality: 36,805 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[StarCuriosity's solution](#)

**109.**

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**110.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**111.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**112.**

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[StarCuriosity's solution](#)

**113.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**114.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**115.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**116.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,565 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**117.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[StarCuriosity's solution](#)

**118.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**119.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[StarCuriosity's solution](#)

**120.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**121.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**122.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**123.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[StarCuriosity's solution](#)

**124.**

546A

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

Quality: 235,184 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**125.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**126.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,511 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**127.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**128.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**129.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**130.**

2031B

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

Quality: 20,783 global accepts · Rating: 900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[StarCuriosity's solution](#)

**131.**

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**132.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[StarCuriosity's solution](#)

**133.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**134.**

1675B

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

Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**135.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**136.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**137.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,448 global accepts · Rating: 900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[StarCuriosity's solution](#)

**138.**

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[StarCuriosity's solution](#)

**139.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**140.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[StarCuriosity's solution](#)

**141.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[StarCuriosity's solution](#)

**142.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**143.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**144.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**145.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**146.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**147.**

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**148.**

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**149.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[StarCuriosity's solution](#)

**150.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**151.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**152.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**153.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**154.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**155.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**156.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**157.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**158.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**159.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**160.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**161.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**162.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[StarCuriosity's solution](#)

**163.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[StarCuriosity's solution](#)

**164.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**165.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**166.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**167.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**168.**

580A

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

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[StarCuriosity's solution](#)

**169.**

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**170.**

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,489 global accepts · Rating: 900 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: brute force, math, strings

[StarCuriosity's solution](#)

**171.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**172.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**173.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · last AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**174.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**175.**

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**176.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarCuriosity's solution](#)

**177.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[StarCuriosity's solution](#)

**178.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**179.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**180.**

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[StarCuriosity's solution](#)

**181.**

1769B1

[A = 1068D > C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math

[StarCuriosity's solution](#)

**182.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**183.**

1690D

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

Quality: 47,023 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[StarCuriosity's solution](#)

**184.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[StarCuriosity's solution](#)

**185.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**186.**

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**187.**

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**188.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[StarCuriosity's solution](#)

**189.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**190.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**191.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[StarCuriosity's solution](#)

**192.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**193.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[StarCuriosity's solution](#)

**194.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**195.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**196.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**197.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**198.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**199.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[StarCuriosity's solution](#)

**200.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[StarCuriosity's solution](#)

**201.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**202.**

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[StarCuriosity's solution](#)

**203.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[StarCuriosity's solution](#)

**204.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**205.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**206.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**207.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**208.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · last AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**209.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**210.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[StarCuriosity's solution](#)

**211.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**212.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[StarCuriosity's solution](#)

**213.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[StarCuriosity's solution](#)

**214.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**215.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**216.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[StarCuriosity's solution](#)

**217.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**218.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**219.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[StarCuriosity's solution](#)

**220.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[StarCuriosity's solution](#)

**221.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[StarCuriosity's solution](#)

**222.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**223.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**224.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: sortings

[StarCuriosity's solution](#)

**225.**

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[StarCuriosity's solution](#)

**226.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**227.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**228.**

584A

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

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**229.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**230.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**231.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: math

[StarCuriosity's solution](#)

**232.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**233.**

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[StarCuriosity's solution](#)

**234.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**235.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**236.**

1920B

[Summation Game](#) · [Tutorial](#)

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

[StarCuriosity's solution](#)

**237.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**238.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[StarCuriosity's solution](#)

**239.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[StarCuriosity's solution](#)

**240.**

1702C

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

Quality: 25,120 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

**241.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**242.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[StarCuriosity's solution](#)

**243.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[StarCuriosity's solution](#)

**244.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[StarCuriosity's solution](#)

**245.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[StarCuriosity's solution](#)

**246.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**247.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[StarCuriosity's solution](#)

**248.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[StarCuriosity's solution](#)

**249.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**250.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[StarCuriosity's solution](#)

**251.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[StarCuriosity's solution](#)

**252.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**253.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**254.**

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**255.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[StarCuriosity's solution](#)

**256.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**257.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**258.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**259.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**260.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**261.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[StarCuriosity's solution](#)

**262.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**263.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**264.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**265.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[StarCuriosity's solution](#)

**266.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**267.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**268.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**269.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**270.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**271.**

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**272.**

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**273.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**274.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**275.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**276.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**277.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**278.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**279.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · last AC: 2015-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[StarCuriosity's solution](#)

**280.**

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**281.**

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**282.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**283.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**284.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**285.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**286.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[StarCuriosity's solution](#)

**287.**

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**288.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[StarCuriosity's solution](#)

**289.**

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[StarCuriosity's solution](#)

**290.**

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**291.**

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

**292.**

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[StarCuriosity's solution](#)

**293.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[StarCuriosity's solution](#)

**294.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[StarCuriosity's solution](#)

**295.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

**296.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[StarCuriosity's solution](#)

**297.**

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[StarCuriosity's solution](#)

**298.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[StarCuriosity's solution](#)

**299.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**300.**

1769C1

[A&C or B](#) · [Tutorial](#) · [CD\\$ : C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[StarCuriosity's solution](#)

**301.**

1729D

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[StarCuriosity's solution](#)

**302.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[StarCuriosity's solution](#)

**303.**

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[StarCuriosity's solution](#)

**304.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-19 · last AC: 2022-03-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[StarCuriosity's solution](#)

**305.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[StarCuriosity's solution](#)

**306.**

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[StarCuriosity's solution](#)

**307.**

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**308.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[StarCuriosity's solution](#)

**309.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**310.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[StarCuriosity's solution](#)

**311.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**312.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**313.**

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[StarCuriosity's solution](#)

**314.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**315.**

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[StarCuriosity's solution](#)

**316.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[StarCuriosity's solution](#)

**317.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[StarCuriosity's solution](#)

**318.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[StarCuriosity's solution](#)

**319.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[StarCuriosity's solution](#)

**320.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[StarCuriosity's solution](#)

**321.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[StarCuriosity's solution](#)

**322.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[StarCuriosity's solution](#)

**323.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[StarCuriosity's solution](#)

**324.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[StarCuriosity's solution](#)

**325.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**326.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[StarCuriosity's solution](#)

**327.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**328.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**329.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[StarCuriosity's solution](#)

**330.**

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[StarCuriosity's solution](#)

**331.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[StarCuriosity's solution](#)

**332.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[StarCuriosity's solution](#)

**333.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[StarCuriosity's solution](#)

**334.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**335.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**336.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**337.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**338.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[StarCuriosity's solution](#)

**339.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[StarCuriosity's solution](#)

**340.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**341.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**342.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[StarCuriosity's solution](#)

**343.**

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarCuriosity's solution](#)

**344.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: data structures, math

[StarCuriosity's solution](#)

**345.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[StarCuriosity's solution](#)

**346.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**347.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[StarCuriosity's solution](#)

**348.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**349.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**350.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**351.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**352.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**353.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**354.**

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**355.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**356.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[StarCuriosity's solution](#)

**357.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**358.**

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[StarCuriosity's solution](#)

**359.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[StarCuriosity's solution](#)

**360.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**361.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarCuriosity's solution](#)

**362.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**363.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**364.**

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**365.**

2033D

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

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[StarCuriosity's solution](#)

**366.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**367.**

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[StarCuriosity's solution](#)

**368.**

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[StarCuriosity's solution](#)

**369.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[StarCuriosity's solution](#)

**370.**

1660C

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

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[StarCuriosity's solution](#)

**371.**

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**372.**

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarCuriosity's solution](#)

**373.**

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[StarCuriosity's solution](#)

**374.**

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[StarCuriosity's solution](#)

**375.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[StarCuriosity's solution](#)

**376.**

1029A

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

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**377.**

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**378.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**379.**

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**380.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**381.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[StarCuriosity's solution](#)

**382.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**383.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**384.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[StarCuriosity's solution](#)

**385.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[StarCuriosity's solution](#)

**386.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[StarCuriosity's solution](#)

**387.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[StarCuriosity's solution](#)

**388.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**389.**

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[StarCuriosity's solution](#)

**390.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[StarCuriosity's solution](#)

**391.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**392.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[StarCuriosity's solution](#)

**393.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[StarCuriosity's solution](#)

**394.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[StarCuriosity's solution](#)

**395.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[StarCuriosity's solution](#)

**396.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**397.**

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**398.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**399.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[StarCuriosity's solution](#)

**400.**

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**401.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**402.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**403.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**404.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**405.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[StarCuriosity's solution](#)

**406.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**407.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**408.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**409.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[StarCuriosity's solution](#)

**410.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**411.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**412.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**413.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**414.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**415.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**416.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**417.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**418.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[StarCuriosity's solution](#)

**419.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**420.**

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[StarCuriosity's solution](#)

**421.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[StarCuriosity's solution](#)

**422.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**423.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**424.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[StarCuriosity's solution](#)

**425.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**426.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**427.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[StarCuriosity's solution](#)

**428.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[StarCuriosity's solution](#)

**429.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[StarCuriosity's solution](#)

**430.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**431.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[StarCuriosity's solution](#)

**432.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[StarCuriosity's solution](#)

**433.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**434.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**435.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[StarCuriosity's solution](#)

**436.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**437.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**438.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[StarCuriosity's solution](#)

**439.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[StarCuriosity's solution](#)

**440.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**441.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: greedy, math, strings

[StarCuriosity's solution](#)

**442.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

strings

[StarCuriosity's solution](#)

**443.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[StarCuriosity's solution](#)

**444.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**445.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**446.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[StarCuriosity's solution](#)

**447.**

1769B2

[A > C08D | > C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math

[StarCuriosity's solution](#)

**448.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**449.**

1624D

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

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[StarCuriosity's solution](#)

**450.**

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[StarCuriosity's solution](#)

**451.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarCuriosity's solution](#)

**452.**

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dsu, graphs, greedy, trees

[StarCuriosity's solution](#)

**453.**

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[StarCuriosity's solution](#)

**454.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**455.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[StarCuriosity's solution](#)

**456.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[StarCuriosity's solution](#)

**457.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[StarCuriosity's solution](#)

**458.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**459.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[StarCuriosity's solution](#)

**460.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarCuriosity's solution](#)

**461.**

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarCuriosity's solution](#)

**462.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[StarCuriosity's solution](#)

**463.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[StarCuriosity's solution](#)

**464.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**465.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[StarCuriosity's solution](#)

**466.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[StarCuriosity's solution](#)

**467.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**468.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarCuriosity's solution](#)

**469.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**470.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**471.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**472.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[StarCuriosity's solution](#)

**473.**

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**474.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**475.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[StarCuriosity's solution](#)

**476.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**477.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[StarCuriosity's solution](#)

**478.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**479.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[StarCuriosity's solution](#)

**480.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**481.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**482.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**483.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**484.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarCuriosity's solution](#)

**485.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[StarCuriosity's solution](#)

**486.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**487.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[StarCuriosity's solution](#)

**488.**

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**489.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**490.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: brute force, sortings

[StarCuriosity's solution](#)

**491.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[StarCuriosity's solution](#)

**492.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**493.**

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[StarCuriosity's solution](#)

**494.**

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**495.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[StarCuriosity's solution](#)

**496.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**497.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**498.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[StarCuriosity's solution](#)

**499.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math, strings

[StarCuriosity's solution](#)

**500.**

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**501.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[StarCuriosity's solution](#)

**502.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**503.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[StarCuriosity's solution](#)

**504.**

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[StarCuriosity's solution](#)

**505.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[StarCuriosity's solution](#)

**506.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**507.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**508.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[StarCuriosity's solution](#)

**509.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[StarCuriosity's solution](#)

**510.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[StarCuriosity's solution](#)

**511.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[StarCuriosity's solution](#)

**512.**

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[StarCuriosity's solution](#)

**513.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[StarCuriosity's solution](#)

**514.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**515.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,683 global accepts · Rating: 1400 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: geometry, math

[StarCuriosity's solution](#)

**516.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[StarCuriosity's solution](#)

**517.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[StarCuriosity's solution](#)

**518.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[StarCuriosity's solution](#)

**519.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[StarCuriosity's solution](#)

**520.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[StarCuriosity's solution](#)

**521.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[StarCuriosity's solution](#)

**522.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[StarCuriosity's solution](#)

**523.**

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[StarCuriosity's solution](#)

**524.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**525.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[StarCuriosity's solution](#)

**526.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[StarCuriosity's solution](#)

**527.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[StarCuriosity's solution](#)

**528.**

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[StarCuriosity's solution](#)

**529.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[StarCuriosity's solution](#)

**530.**

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**531.**

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[StarCuriosity's solution](#)

**532.**

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[StarCuriosity's solution](#)

**533.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[StarCuriosity's solution](#)

**534.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[StarCuriosity's solution](#)

**535.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**536.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[StarCuriosity's solution](#)

**537.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math  
[StarCuriosity's solution](#)

**538.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

**539.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[StarCuriosity's solution](#)

**540.**

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
[StarCuriosity's solution](#)

**541.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[StarCuriosity's solution](#)

**542.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[StarCuriosity's solution](#)

**543.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[StarCuriosity's solution](#)

**544.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[StarCuriosity's solution](#)

**545.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[StarCuriosity's solution](#)

**546.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, implementation, math, sortings, two pointers

[StarCuriosity's solution](#)

**547.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[StarCuriosity's solution](#)

**548.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[StarCuriosity's solution](#)

**549.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[StarCuriosity's solution](#)

**550.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[StarCuriosity's solution](#)

**551.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**552.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**553.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,853 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[StarCuriosity's solution](#)

**554.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[StarCuriosity's solution](#)

**555.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**556.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**557.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[StarCuriosity's solution](#)

**558.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[StarCuriosity's solution](#)

**559.**

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[StarCuriosity's solution](#)

**560.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[StarCuriosity's solution](#)

**561.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[StarCuriosity's solution](#)

**562.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[StarCuriosity's solution](#)

**563.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[StarCuriosity's solution](#)

**564.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · last AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[StarCuriosity's solution](#)

**565.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[StarCuriosity's solution](#)

**566.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**567.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[StarCuriosity's solution](#)

**568.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[StarCuriosity's solution](#)

**569.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[StarCuriosity's solution](#)

**570.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[StarCuriosity's solution](#)

**571.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

**572.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[StarCuriosity's solution](#)

**573.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,092 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees  
[StarCuriosity's solution](#)

**574.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[StarCuriosity's solution](#)

**575.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[StarCuriosity's solution](#)

**576.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

**577.**

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[StarCuriosity's solution](#)

**578.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[StarCuriosity's solution](#)

**579.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**580.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[StarCuriosity's solution](#)

**581.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[StarCuriosity's solution](#)

**582.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[StarCuriosity's solution](#)

**583.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[StarCuriosity's solution](#)

**584.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**585.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[StarCuriosity's solution](#)

**586.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[StarCuriosity's solution](#)

**587.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[StarCuriosity's solution](#)

**588.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation,

strings

[StarCuriosity's solution](#)

**589.**

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 1500 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**590.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[StarCuriosity's solution](#)

**591.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[StarCuriosity's solution](#)

**592.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**593.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**594.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics

[StarCuriosity's solution](#)

**595.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**596.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[StarCuriosity's solution](#)

**597.**

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[StarCuriosity's solution](#)

**598.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2015-07-07 · last AC: 2015-07-07 · GNU C++11 (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**599.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation,

math, sortings

[StarCuriosity's solution](#)

**600.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**601.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2015-06-25 · last AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[StarCuriosity's solution](#)

**602.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: greedy, strings

[StarCuriosity's solution](#)

**603.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**604.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dp

[StarCuriosity's solution](#)

**605.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**606.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,011 global accepts · Rating: 1500 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**607.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · last AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[StarCuriosity's solution](#)

**608.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[StarCuriosity's solution](#)

**609.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,860 global accepts · Rating: 1500 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**610.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[StarCuriosity's solution](#)

**611.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**612.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[StarCuriosity's solution](#)

**613.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**614.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**615.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**616.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[StarCuriosity's solution](#)

**617.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**618.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[StarCuriosity's solution](#)

**619.**

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[StarCuriosity's solution](#)

**620.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarCuriosity's solution](#)

**621.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**622.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[StarCuriosity's solution](#)

**623.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[StarCuriosity's solution](#)

**624.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**625.**

1920C

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Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**626.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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**627.**

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**628.**

1781C

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

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[StarCuriosity's solution](#)

**629.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**630.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[StarCuriosity's solution](#)

**631.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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**632.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**633.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[StarCuriosity's solution](#)

**634.**

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force

[StarCuriosity's solution](#)

**635.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**636.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**637.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[StarCuriosity's solution](#)

**638.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[StarCuriosity's solution](#)

**639.**

1029C

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

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[StarCuriosity's solution](#)

**640.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[StarCuriosity's solution](#)

**641.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**642.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[StarCuriosity's solution](#)

**643.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[StarCuriosity's solution](#)

**644.**

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarCuriosity's solution](#)

**645.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**646.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**647.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**648.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**649.**

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**650.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**651.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**652.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**653.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[StarCuriosity's solution](#)

**654.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[StarCuriosity's solution](#)

**655.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[StarCuriosity's solution](#)

**656.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[StarCuriosity's solution](#)

**657.**

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**658.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**659.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

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**660.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[StarCuriosity's solution](#)

**661.**

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[StarCuriosity's solution](#)

**662.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

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**663.**

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[StarCuriosity's solution](#)

**664.**

1165E

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**665.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**666.**

1138D

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Rating: 1600 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

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**667.**

523D

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Quality: 2,559 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, implementation

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**668.**

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

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**669.**

1087C

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Rating: 1600 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**670.**

1077D

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Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[StarCuriosity's solution](#)

**671.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**672.**

1036D

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Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[StarCuriosity's solution](#)

**673.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**674.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**675.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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**676.**

935C

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Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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**677.**

939D

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Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[StarCuriosity's solution](#)

**678.**

939C

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Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[StarCuriosity's solution](#)

**679.**

922C

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Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

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**680.**

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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**681.**

906A

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Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**682.**

898E

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Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**683.**

898D

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Quality: 4,536 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**684.**

878A

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Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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**685.**

877C

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Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**686.**

860B

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Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

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**687.**

856A

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Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · last AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**688.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**689.**

830B

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Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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**690.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[StarCuriosity's solution](#)

**691.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[StarCuriosity's solution](#)

**692.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[StarCuriosity's solution](#)

**693.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[StarCuriosity's solution](#)

**694.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[StarCuriosity's solution](#)

**695.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[StarCuriosity's solution](#)

**696.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[StarCuriosity's solution](#)

**697.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[StarCuriosity's solution](#)

**698.**

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, math

[StarCuriosity's solution](#)

**699.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++11 (first AC) · Tags: bitmasks

[StarCuriosity's solution](#)

**700.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: combinatorics

[StarCuriosity's solution](#)

**701.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[StarCuriosity's solution](#)

**702.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[StarCuriosity's solution](#)

**703.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-08 · last AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[StarCuriosity's solution](#)

**704.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarCuriosity's solution](#)

**705.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,821 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[StarCuriosity's solution](#)

**706.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**707.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[StarCuriosity's solution](#)

**708.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[StarCuriosity's solution](#)

**709.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[StarCuriosity's solution](#)

**710.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[StarCuriosity's solution](#)

**711.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[StarCuriosity's solution](#)

**712.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**713.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[StarCuriosity's solution](#)

**714.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[StarCuriosity's solution](#)

**715.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: expression parsing, greedy, strings  
[StarCuriosity's solution](#)

**716.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · last AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation  
[StarCuriosity's solution](#)

**717.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation  
[StarCuriosity's solution](#)

**718.**

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[StarCuriosity's solution](#)

**719.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs  
[StarCuriosity's solution](#)

**720.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: binary search, dp  
[StarCuriosity's solution](#)

**721.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings  
[StarCuriosity's solution](#)

**722.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation  
[StarCuriosity's solution](#)

**723.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math  
[StarCuriosity's solution](#)

**724.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[StarCuriosity's solution](#)

**725.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-07-06 · last AC: 2015-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data

structures, implementation

[StarCuriosity's solution](#)

**726.**

344D

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

Rating: 1600 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[StarCuriosity's solution](#)

**727.**

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**728.**

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**729.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[StarCuriosity's solution](#)

**730.**

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-24 · last AC: 2015-06-24 · GNU C++11 (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**731.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: expression parsing

[StarCuriosity's solution](#)

**732.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[StarCuriosity's solution](#)

**733.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[StarCuriosity's solution](#)

**734.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**735.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[StarCuriosity's solution](#)

**736.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[StarCuriosity's solution](#)

**737.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[StarCuriosity's solution](#)

**738.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[StarCuriosity's solution](#)

**739.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · last AC: 2015-01-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**740.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**741.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[StarCuriosity's solution](#)

**742.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[StarCuriosity's solution](#)

**743.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[StarCuriosity's solution](#)

**744.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**745.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[StarCuriosity's solution](#)

**746.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[StarCuriosity's solution](#)

### 747.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[StarCuriosity's solution](#)

### 748.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[StarCuriosity's solution](#)

### 749.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[StarCuriosity's solution](#)

### 750.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[StarCuriosity's solution](#)

### 751.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[StarCuriosity's solution](#)

### 752.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[StarCuriosity's solution](#)

### 753.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

### 754.

1586C

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

Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[StarCuriosity's solution](#)

### 755.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-11 · last AC: 2021-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[StarCuriosity's solution](#)

### 756.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-11 · last AC: 2021-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[StarCuriosity's solution](#)

**757.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[StarCuriosity's solution](#)

**758.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**759.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**760.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[StarCuriosity's solution](#)

**761.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[StarCuriosity's solution](#)

**762.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[StarCuriosity's solution](#)

**763.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[StarCuriosity's solution](#)

**764.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[StarCuriosity's solution](#)

**765.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[StarCuriosity's solution](#)

**766.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[StarCuriosity's solution](#)

**767.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[StarCuriosity's solution](#)

**768.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[StarCuriosity's solution](#)

**769.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[StarCuriosity's solution](#)

**770.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**771.**

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**772.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[StarCuriosity's solution](#)

**773.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[StarCuriosity's solution](#)

**774.**

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**775.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[StarCuriosity's solution](#)

**776.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarCuriosity's solution](#)

**777.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**778.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[StarCuriosity's solution](#)

**779.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**780.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[StarCuriosity's solution](#)

**781.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[StarCuriosity's solution](#)

**782.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**783.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**784.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[StarCuriosity's solution](#)

**785.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**786.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**787.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[StarCuriosity's solution](#)

**788.**

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[StarCuriosity's solution](#)

**789.**

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**790.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**791.**

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[StarCuriosity's solution](#)

**792.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[StarCuriosity's solution](#)

**793.**

450C

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

Rating: 1700 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**794.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[StarCuriosity's solution](#)

**795.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[StarCuriosity's solution](#)

**796.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[StarCuriosity's solution](#)

**797.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**798.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[StarCuriosity's solution](#)

**799.**

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**800.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[StarCuriosity's solution](#)

**801.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**802.**

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[StarCuriosity's solution](#)

**803.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**804.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[StarCuriosity's solution](#)

**805.**

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**806.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[StarCuriosity's solution](#)

**807.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[StarCuriosity's solution](#)

**808.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[StarCuriosity's solution](#)

**809.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**810.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[StarCuriosity's solution](#)

**811.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[StarCuriosity's solution](#)

**812.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[StarCuriosity's solution](#)

**813.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[StarCuriosity's solution](#)

**814.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**815.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**816.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[StarCuriosity's solution](#)

**817.**

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**818.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[StarCuriosity's solution](#)

**819.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[StarCuriosity's solution](#)

**820.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**821.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: graphs

[StarCuriosity's solution](#)

**822.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[StarCuriosity's solution](#)

**823.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[StarCuriosity's solution](#)

**824.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**825.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[StarCuriosity's solution](#)

**826.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: sortings, strings

[StarCuriosity's solution](#)

**827.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[StarCuriosity's solution](#)

**828.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**829.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[StarCuriosity's solution](#)

**830.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**831.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[StarCuriosity's solution](#)

**832.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**833.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**834.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[StarCuriosity's solution](#)

**835.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[StarCuriosity's solution](#)

**836.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**837.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[StarCuriosity's solution](#)

**838.**

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**839.**

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: brute force, math

[StarCuriosity's solution](#)

**840.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · last AC: 2015-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[StarCuriosity's solution](#)

**841.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**842.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[StarCuriosity's solution](#)

**843.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[StarCuriosity's solution](#)

**844.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: implementation, math, trees

[StarCuriosity's solution](#)

**845.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[StarCuriosity's solution](#)

**846.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[StarCuriosity's solution](#)

**847.**

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[StarCuriosity's solution](#)

**848.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[StarCuriosity's solution](#)

**849.**

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**850.**

1769D1

[A, 3D00C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp

[StarCuriosity's solution](#)

**851.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**852.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[StarCuriosity's solution](#)

**853.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[StarCuriosity's solution](#)

**854.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**855.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[StarCuriosity's solution](#)

**856.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**857.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[StarCuriosity's solution](#)

**858.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[StarCuriosity's solution](#)

**859.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[StarCuriosity's solution](#)

**860.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[StarCuriosity's solution](#)

**861.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[StarCuriosity's solution](#)

**862.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-05-06 · last AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[StarCuriosity's solution](#)

**863.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[StarCuriosity's solution](#)

**864.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[StarCuriosity's solution](#)

**865.**

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[StarCuriosity's solution](#)

**866.**

1443D

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

Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**867.**

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[StarCuriosity's solution](#)

**868.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[StarCuriosity's solution](#)

**869.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[StarCuriosity's solution](#)

**870.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[StarCuriosity's solution](#)

**871.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**872.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarCuriosity's solution](#)

**873.**

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[StarCuriosity's solution](#)

**874.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[StarCuriosity's solution](#)

**875.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[StarCuriosity's solution](#)

**876.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[StarCuriosity's solution](#)

**877.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**878.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**879.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**880.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**881.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**882.**

1261B2

[Optimal Subsequences \(Hard Version\) · Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[StarCuriosity's solution](#)

**883.**

1244D

[Paint the Tree · Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[StarCuriosity's solution](#)

**884.**

1207D

[Number Of Permutations · Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[StarCuriosity's solution](#)

**885.**

1208C

[Magic Grid · Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**886.**

1213G

[Path Queries · Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[StarCuriosity's solution](#)

**887.**

1187C

[Vasya And Array · Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**888.**

1179B

[Tolik and His Uncle · Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**889.**

1176D

[Recover it! · Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[StarCuriosity's solution](#)

**890.**

1148D

[Dirty Deeds Done Dirt Cheap · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**891.**

1156B

[Ugly Pairs · Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[StarCuriosity's solution](#)

**892.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[StarCuriosity's solution](#)

**893.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**894.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[StarCuriosity's solution](#)

**895.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[StarCuriosity's solution](#)

**896.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**897.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**898.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[StarCuriosity's solution](#)

**899.**

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[StarCuriosity's solution](#)

**900.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[StarCuriosity's solution](#)

**901.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**902.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**903.**

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[StarCuriosity's solution](#)

**904.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[StarCuriosity's solution](#)

**905.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**906.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[StarCuriosity's solution](#)

**907.**

988D

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

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[StarCuriosity's solution](#)

**908.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**909.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[StarCuriosity's solution](#)

**910.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**911.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[StarCuriosity's solution](#)

**912.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[StarCuriosity's solution](#)

**913.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[StarCuriosity's solution](#)

## 914.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

## 915.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[StarCuriosity's solution](#)

## 916.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[StarCuriosity's solution](#)

## 917.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

## 918.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[StarCuriosity's solution](#)

## 919.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[StarCuriosity's solution](#)

## 920.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[StarCuriosity's solution](#)

## 921.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[StarCuriosity's solution](#)

## 922.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[StarCuriosity's solution](#)

## 923.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[StarCuriosity's solution](#)

**924.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[StarCuriosity's solution](#)

**925.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**926.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[StarCuriosity's solution](#)

**927.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

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**928.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

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**929.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[StarCuriosity's solution](#)

**930.**

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarCuriosity's solution](#)

**931.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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**932.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[StarCuriosity's solution](#)

**933.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[StarCuriosity's solution](#)

**934.**

668B

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**935.**

645D

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Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[StarCuriosity's solution](#)

**936.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[StarCuriosity's solution](#)

**937.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[StarCuriosity's solution](#)

**938.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[StarCuriosity's solution](#)

**939.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**940.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**941.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**942.**

584D

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Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**943.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[StarCuriosity's solution](#)

**944.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[StarCuriosity's solution](#)

**945.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**946.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**947.**

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**948.**

551B

[ZqkistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[StarCuriosity's solution](#)

**949.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: math, ternary search

[StarCuriosity's solution](#)

**950.**

83B

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[StarCuriosity's solution](#)

**951.**

187B

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Quality: 2,344 global accepts · Rating: 1800 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: dp, shortest paths

[StarCuriosity's solution](#)

**952.**

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: binary search, implementation

[StarCuriosity's solution](#)

**953.**

543A

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**954.**

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[StarCuriosity's solution](#)

**955.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing,

strings, two pointers

[StarCuriosity's solution](#)

**956.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**957.**

527D

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[StarCuriosity's solution](#)

**958.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**959.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · last AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[StarCuriosity's solution](#)

**960.**

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[StarCuriosity's solution](#)

**961.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[StarCuriosity's solution](#)

**962.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[StarCuriosity's solution](#)

**963.**

2059D

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Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**964.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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**965.**

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[StarCuriosity's solution](#)

**966.**

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[StarCuriosity's solution](#)

**967.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[StarCuriosity's solution](#)

**968.**

1918D

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

Quality: 5,192 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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**969.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[StarCuriosity's solution](#)

**970.**

1920D

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Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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**971.**

1912A

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**972.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

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**973.**

1729F

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**974.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[StarCuriosity's solution](#)

**975.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

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[StarCuriosity's solution](#)

**976.**

1650E

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[StarCuriosity's solution](#)

**977.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[StarCuriosity's solution](#)

**978.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[StarCuriosity's solution](#)

**979.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[StarCuriosity's solution](#)

**980.**

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**981.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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**982.**

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[StarCuriosity's solution](#)

**983.**

1475G

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Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

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**984.**

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

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**985.**

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math  
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**986.**

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[StarCuriosity's solution](#)

**987.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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**988.**

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**989.**

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**990.**

1348D

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**991.**

1328E

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Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**992.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**993.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[StarCuriosity's solution](#)

**994.**

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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**995.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[StarCuriosity's solution](#)

**996.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[StarCuriosity's solution](#)

**997.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[StarCuriosity's solution](#)

**998.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**999.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[StarCuriosity's solution](#)

**1000.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-01-01 · last AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

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**1001.**

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1002.**

1270D

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Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[StarCuriosity's solution](#)

**1003.**

1265D

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Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**1004.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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**1005.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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**1006.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[StarCuriosity's solution](#)

**1007.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[StarCuriosity's solution](#)

**1008.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[StarCuriosity's solution](#)

**1009.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[StarCuriosity's solution](#)

**1010.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[StarCuriosity's solution](#)

**1011.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[StarCuriosity's solution](#)

**1012.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[StarCuriosity's solution](#)

**1013.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[StarCuriosity's solution](#)

**1014.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-31 · last AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[StarCuriosity's solution](#)

**1015.**

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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**1016.**

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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**1017.**

1197D

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Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**1018.**

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

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**1019.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**1020.**

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[StarCuriosity's solution](#)

**1021.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[StarCuriosity's solution](#)

**1022.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**1023.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**1024.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[StarCuriosity's solution](#)

**1025.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[StarCuriosity's solution](#)

**1026.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1027.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[StarCuriosity's solution](#)

**1028.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2019-03-23 · last AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[StarCuriosity's solution](#)

**1029.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[StarCuriosity's solution](#)

**1030.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[StarCuriosity's solution](#)

**1031.**

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[StarCuriosity's solution](#)

**1032.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

**1033.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[StarCuriosity's solution](#)

**1034.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1035.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[StarCuriosity's solution](#)

**1036.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1037.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[StarCuriosity's solution](#)

**1038.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[StarCuriosity's solution](#)

**1039.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[StarCuriosity's solution](#)

**1040.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1041.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[StarCuriosity's solution](#)

**1042.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarCuriosity's solution](#)

**1043.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[StarCuriosity's solution](#)

**1044.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · last AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[StarCuriosity's solution](#)

**1045.**

909E

[Coprocesor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[StarCuriosity's solution](#)

**1046.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[StarCuriosity's solution](#)

**1047.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[StarCuriosity's solution](#)

**1048.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[StarCuriosity's solution](#)

**1049.**

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[StarCuriosity's solution](#)

**1050.**

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[StarCuriosity's solution](#)

**1051.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[StarCuriosity's solution](#)

**1052.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[StarCuriosity's solution](#)

**1053.**

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

**1054.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math  
[StarCuriosity's solution](#)

**1055.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: bitmasks, trees  
[StarCuriosity's solution](#)

**1056.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar,

dp, implementation

[StarCuriosity's solution](#)

**1057.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[StarCuriosity's solution](#)

**1058.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[StarCuriosity's solution](#)

**1059.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[StarCuriosity's solution](#)

**1060.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[StarCuriosity's solution](#)

**1061.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[StarCuriosity's solution](#)

**1062.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**1063.**

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[StarCuriosity's solution](#)

**1064.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**1065.**

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, math

[StarCuriosity's solution](#)

**1066.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1067.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[StarCuriosity's solution](#)

**1068.**

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**1069.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1070.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[StarCuriosity's solution](#)

**1071.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[StarCuriosity's solution](#)

**1072.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[StarCuriosity's solution](#)

**1073.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[StarCuriosity's solution](#)

**1074.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2016-01-26 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: greedy, meet-in-the-middle, sortings

[StarCuriosity's solution](#)

**1075.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**1076.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[StarCuriosity's solution](#)

**1077.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[StarCuriosity's solution](#)

**1078.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[StarCuriosity's solution](#)

**1079.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: two pointers

[StarCuriosity's solution](#)

**1080.**

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: binary search, two pointers

[StarCuriosity's solution](#)

**1081.**

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1082.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2015-07-01 · last AC: 2015-07-01 · GNU C++11 (first AC) · Tags: dp, matrices

[StarCuriosity's solution](#)

**1083.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[StarCuriosity's solution](#)

**1084.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[StarCuriosity's solution](#)

**1085.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[StarCuriosity's solution](#)

**1086.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1087.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,847 global accepts · Rating: 1900 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[StarCuriosity's solution](#)

**1088.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[StarCuriosity's solution](#)

**1089.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, number theory

[StarCuriosity's solution](#)

**1090.**

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: dp, dsu, sortings

[StarCuriosity's solution](#)

**1091.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

**1092.**

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[StarCuriosity's solution](#)

**1093.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[StarCuriosity's solution](#)

**1094.**

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[StarCuriosity's solution](#)

**1095.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[StarCuriosity's solution](#)

**1096.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[StarCuriosity's solution](#)

**1097.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · last AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[StarCuriosity's solution](#)

**1098.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[StarCuriosity's solution](#)

**1099.**

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[StarCuriosity's solution](#)

**1100.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[StarCuriosity's solution](#)

**1101.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[StarCuriosity's solution](#)

**1102.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[StarCuriosity's solution](#)

**1103.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[StarCuriosity's solution](#)

**1104.**

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force

[StarCuriosity's solution](#)

**1105.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[StarCuriosity's solution](#)

**1106.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1107.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**1108.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search

[StarCuriosity's solution](#)

**1109.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[StarCuriosity's solution](#)

**1110.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[StarCuriosity's solution](#)

**1111.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[StarCuriosity's solution](#)

**1112.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[StarCuriosity's solution](#)

**1113.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[StarCuriosity's solution](#)

**1114.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[StarCuriosity's solution](#)

**1115.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[StarCuriosity's solution](#)

**1116.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[StarCuriosity's solution](#)

**1117.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[StarCuriosity's solution](#)

**1118.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**1119.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[StarCuriosity's solution](#)

**1120.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[StarCuriosity's solution](#)

**1121.**

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[StarCuriosity's solution](#)

**1122.**

1582E

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

Quality: 4,216 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarCuriosity's solution](#)

**1123.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · last AC: 2021-10-11 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**1124.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[StarCuriosity's solution](#)

**1125.**

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[StarCuriosity's solution](#)

**1126.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**1127.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[StarCuriosity's solution](#)

**1128.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[StarCuriosity's solution](#)

**1129.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[StarCuriosity's solution](#)

**1130.**

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[StarCuriosity's solution](#)

**1131.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[StarCuriosity's solution](#)

**1132.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[StarCuriosity's solution](#)

**1133.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**1134.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**1135.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[StarCuriosity's solution](#)

**1136.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[StarCuriosity's solution](#)

**1137.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[StarCuriosity's solution](#)

**1138.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[StarCuriosity's solution](#)

**1139.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[StarCuriosity's solution](#)

**1140.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**1141.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · last AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1142.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**1143.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[StarCuriosity's solution](#)

**1144.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[StarCuriosity's solution](#)

**1145.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[StarCuriosity's solution](#)

**1146.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[StarCuriosity's solution](#)

**1147.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[StarCuriosity's solution](#)

**1148.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[StarCuriosity's solution](#)

**1149.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[StarCuriosity's solution](#)

**1150.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[StarCuriosity's solution](#)

**1151.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[StarCuriosity's solution](#)

**1152.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[StarCuriosity's solution](#)

**1153.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**1154.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[StarCuriosity's solution](#)

**1155.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[StarCuriosity's solution](#)

**1156.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[StarCuriosity's solution](#)

**1157.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[StarCuriosity's solution](#)

**1158.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**1159.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**1160.**

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[StarCuriosity's solution](#)

**1161.**

1200E

[Compress Words · Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[StarCuriosity's solution](#)

**1162.**

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[StarCuriosity's solution](#)

**1163.**

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1164.**

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[StarCuriosity's solution](#)

**1165.**

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[StarCuriosity's solution](#)

**1166.**

1156C

[Match Points · Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[StarCuriosity's solution](#)

**1167.**

1157F

[Maximum Balanced Circle · Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[StarCuriosity's solution](#)

**1168.**

1142B

[Lynyrd Skynyrd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[StarCuriosity's solution](#)

**1169.**

671B

[Robin Hood · Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1170.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[StarCuriosity's solution](#)

**1171.**

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1172.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1173.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[StarCuriosity's solution](#)

**1174.**

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[StarCuriosity's solution](#)

**1175.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[StarCuriosity's solution](#)

**1176.**

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · last AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, math

[StarCuriosity's solution](#)

**1177.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1178.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**1179.**

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[StarCuriosity's solution](#)

**1180.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[StarCuriosity's solution](#)

**1181.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[StarCuriosity's solution](#)

**1182.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**1183.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[StarCuriosity's solution](#)

**1184.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[StarCuriosity's solution](#)

**1185.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[StarCuriosity's solution](#)

**1186.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[StarCuriosity's solution](#)

**1187.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[StarCuriosity's solution](#)

**1188.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[StarCuriosity's solution](#)

**1189.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[StarCuriosity's solution](#)

**1190.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[StarCuriosity's solution](#)

**1191.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[StarCuriosity's solution](#)

**1192.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[StarCuriosity's solution](#)

**1193.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[StarCuriosity's solution](#)

**1194.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[StarCuriosity's solution](#)

**1195.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[StarCuriosity's solution](#)

**1196.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[StarCuriosity's solution](#)

**1197.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[StarCuriosity's solution](#)

**1198.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[StarCuriosity's solution](#)

**1199.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[StarCuriosity's solution](#)

**1200.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: dp, graphs

[StarCuriosity's solution](#)

**1201.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[StarCuriosity's solution](#)

**1202.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[StarCuriosity's solution](#)

**1203.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[StarCuriosity's solution](#)

**1204.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[StarCuriosity's solution](#)

**1205.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**1206.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[StarCuriosity's solution](#)

**1207.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[StarCuriosity's solution](#)

**1208.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**1209.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[StarCuriosity's solution](#)

**1210.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[StarCuriosity's solution](#)

**1211.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-21 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: dp, strings

[StarCuriosity's solution](#)

**1212.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[StarCuriosity's solution](#)**1213.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: data structures, dp

[StarCuriosity's solution](#)**1214.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: greedy, math, two pointers

[StarCuriosity's solution](#)**1215.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: graphs, sortings

[StarCuriosity's solution](#)**1216.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[StarCuriosity's solution](#)**1217.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)**1218.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[StarCuriosity's solution](#)**1219.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[StarCuriosity's solution](#)**1220.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)**1221.**

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)**1222.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[StarCuriosity's solution](#)

**1223.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**1224.**

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation

[StarCuriosity's solution](#)

**1225.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**1226.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[StarCuriosity's solution](#)

**1227.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[StarCuriosity's solution](#)

**1228.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[StarCuriosity's solution](#)

**1229.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[StarCuriosity's solution](#)

**1230.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: \*special, data structures

[StarCuriosity's solution](#)

**1231.**

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[StarCuriosity's solution](#)

**1232.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[StarCuriosity's solution](#)

**1233.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[StarCuriosity's solution](#)

**1234.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[StarCuriosity's solution](#)

**1235.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings

[StarCuriosity's solution](#)

**1236.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[StarCuriosity's solution](#)

**1237.**

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math

[StarCuriosity's solution](#)

**1238.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**1239.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[StarCuriosity's solution](#)

**1240.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[StarCuriosity's solution](#)

**1241.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**1242.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[StarCuriosity's solution](#)

**1243.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[StarCuriosity's solution](#)

**1244.**

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[StarCuriosity's solution](#)

**1245.**

1811F

[Is It Flower? · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation  
[StarCuriosity's solution](#)

**1246.**

1808D

[Petya, Petya, Petr, and Palindromes · Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers  
[StarCuriosity's solution](#)

**1247.**

1802F

[The way home · Tutorial](#)

Rating: 2100 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[StarCuriosity's solution](#)

**1248.**

1790F

[Timofey and Black-White Tree · Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[StarCuriosity's solution](#)

**1249.**

1729G

[Cut Substrings · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers  
[StarCuriosity's solution](#)

**1250.**

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings  
[StarCuriosity's solution](#)

**1251.**

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[StarCuriosity's solution](#)

**1252.**

1650G

[Counting Shortcuts · Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths  
[StarCuriosity's solution](#)

**1253.**

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[StarCuriosity's solution](#)

**1254.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[StarCuriosity's solution](#)

**1255.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-04-05 · last AC: 2021-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[StarCuriosity's solution](#)

**1256.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[StarCuriosity's solution](#)

**1257.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[StarCuriosity's solution](#)

**1258.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[StarCuriosity's solution](#)

**1259.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**1260.**

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[StarCuriosity's solution](#)

**1261.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[StarCuriosity's solution](#)

**1262.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[StarCuriosity's solution](#)

**1263.**

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[StarCuriosity's solution](#)

**1264.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[StarCuriosity's solution](#)

**1265.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1266.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[StarCuriosity's solution](#)

**1267.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[StarCuriosity's solution](#)

**1268.**

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[StarCuriosity's solution](#)

**1269.**

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[StarCuriosity's solution](#)

**1270.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[StarCuriosity's solution](#)

**1271.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[StarCuriosity's solution](#)

**1272.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[StarCuriosity's solution](#)

**1273.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[StarCuriosity's solution](#)

### 1274.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[StarCuriosity's solution](#)

### 1275.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[StarCuriosity's solution](#)

### 1276.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[StarCuriosity's solution](#)

### 1277.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[StarCuriosity's solution](#)

### 1278.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[StarCuriosity's solution](#)

### 1279.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[StarCuriosity's solution](#)

### 1280.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-01-26 · last AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[StarCuriosity's solution](#)

### 1281.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[StarCuriosity's solution](#)

### 1282.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[StarCuriosity's solution](#)

### 1283.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[StarCuriosity's solution](#)

**1284.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[StarCuriosity's solution](#)

**1285.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[StarCuriosity's solution](#)

**1286.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[StarCuriosity's solution](#)

**1287.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[StarCuriosity's solution](#)

**1288.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[StarCuriosity's solution](#)

**1289.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**1290.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[StarCuriosity's solution](#)

**1291.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[StarCuriosity's solution](#)

**1292.**

1265E

[Beautiful Mirrors](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[StarCuriosity's solution](#)

**1293.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[StarCuriosity's solution](#)

**1294.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[StarCuriosity's solution](#)

**1295.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math  
[StarCuriosity's solution](#)

**1296.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[StarCuriosity's solution](#)

**1297.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[StarCuriosity's solution](#)

**1298.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees  
[StarCuriosity's solution](#)

**1299.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[StarCuriosity's solution](#)

**1300.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[StarCuriosity's solution](#)

**1301.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[StarCuriosity's solution](#)

**1302.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings  
[StarCuriosity's solution](#)

**1303.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings  
[StarCuriosity's solution](#)

**1304.**

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[StarCuriosity's solution](#)

**1305.**

1203F1

[Complete the Projects \(easy version\) · Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**1306.**

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[StarCuriosity's solution](#)

**1307.**

1187E

[Tree Painting · Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1308.**

1176F

[Destroy it! · Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[StarCuriosity's solution](#)

**1309.**

1166E

[The LCMs Must be Large · Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[StarCuriosity's solution](#)

**1310.**

1167E

[Range Deleting · Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[StarCuriosity's solution](#)

**1311.**

1146D

[Frog Jumping · Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[StarCuriosity's solution](#)

**1312.**

1151E

[Number of Components · Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[StarCuriosity's solution](#)

**1313.**

1152D

[Neko and Aki's Prank · Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[StarCuriosity's solution](#)

**1314.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[StarCuriosity's solution](#)

**1315.**

900E

[Maximum Questions](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[StarCuriosity's solution](#)

**1316.**

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[StarCuriosity's solution](#)

**1317.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[StarCuriosity's solution](#)

**1318.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[StarCuriosity's solution](#)

**1319.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[StarCuriosity's solution](#)

**1320.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**1321.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[StarCuriosity's solution](#)

**1322.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**1323.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[StarCuriosity's solution](#)

**1324.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[StarCuriosity's solution](#)

**1325.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[StarCuriosity's solution](#)

**1326.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[StarCuriosity's solution](#)

**1327.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[StarCuriosity's solution](#)

**1328.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[StarCuriosity's solution](#)

**1329.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1330.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[StarCuriosity's solution](#)

**1331.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1332.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[StarCuriosity's solution](#)

**1333.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[StarCuriosity's solution](#)

**1334.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[StarCuriosity's solution](#)

**1335.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[StarCuriosity's solution](#)

**1336.**

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[StarCuriosity's solution](#)

**1337.**

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**1338.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[StarCuriosity's solution](#)

**1339.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: brute force, greedy

[StarCuriosity's solution](#)

**1340.**

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[StarCuriosity's solution](#)

**1341.**

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[StarCuriosity's solution](#)

**1342.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**1343.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarCuriosity's solution](#)

**1344.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[StarCuriosity's solution](#)

**1345.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[StarCuriosity's solution](#)

**1346.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[StarCuriosity's solution](#)

**1347.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[StarCuriosity's solution](#)

**1348.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[StarCuriosity's solution](#)

**1349.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2015-06-23 · last AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[StarCuriosity's solution](#)

**1350.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[StarCuriosity's solution](#)

**1351.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

**1352.**

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**1353.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[StarCuriosity's solution](#)

**1354.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[StarCuriosity's solution](#)

**1355.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[StarCuriosity's solution](#)

**1356.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · last AC: 2015-06-10 · GNU C++11 (first AC) · Tags: binary search, math  
[StarCuriosity's solution](#)

**1357.**

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: flows, graphs, math  
[StarCuriosity's solution](#)

**1358.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[StarCuriosity's solution](#)

**1359.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy  
[StarCuriosity's solution](#)

**1360.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees  
[StarCuriosity's solution](#)

**1361.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · last AC: 2015-03-27 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle  
[StarCuriosity's solution](#)

**1362.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

**1363.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · last AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation  
[StarCuriosity's solution](#)

**1364.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-02-28 · last AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[StarCuriosity's solution](#)

**1365.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[StarCuriosity's solution](#)

**1366.**

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2014-12-19 · GNU C++ (first AC) · Tags: greedy, sortings

[StarCuriosity's solution](#)

**1367.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[StarCuriosity's solution](#)

**1368.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[StarCuriosity's solution](#)

**1369.**

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[StarCuriosity's solution](#)

**1370.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[StarCuriosity's solution](#)

**1371.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[StarCuriosity's solution](#)

**1372.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[StarCuriosity's solution](#)

**1373.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[StarCuriosity's solution](#)

**1374.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[StarCuriosity's solution](#)

**1375.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[StarCuriosity's solution](#)

**1376.**

1769D2

[A,3D00A CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[StarCuriosity's solution](#)

**1377.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[StarCuriosity's solution](#)

**1378.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[StarCuriosity's solution](#)

**1379.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[StarCuriosity's solution](#)

**1380.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[StarCuriosity's solution](#)

**1381.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[StarCuriosity's solution](#)

**1382.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1383.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[StarCuriosity's solution](#)

**1384.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[StarCuriosity's solution](#)

**1385.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**1386.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1387.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[StarCuriosity's solution](#)

**1388.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[StarCuriosity's solution](#)

**1389.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[StarCuriosity's solution](#)

**1390.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[StarCuriosity's solution](#)

**1391.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[StarCuriosity's solution](#)

**1392.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**1393.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[StarCuriosity's solution](#)

**1394.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[StarCuriosity's solution](#)

**1395.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[StarCuriosity's solution](#)

**1396.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[StarCuriosity's solution](#)

**1397.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[StarCuriosity's solution](#)

**1398.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[StarCuriosity's solution](#)

**1399.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[StarCuriosity's solution](#)

**1400.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[StarCuriosity's solution](#)

**1401.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[StarCuriosity's solution](#)

**1402.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[StarCuriosity's solution](#)

**1403.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[StarCuriosity's solution](#)

**1404.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

**1405.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**1406.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-18 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[StarCuriosity's solution](#)

**1407.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[StarCuriosity's solution](#)

**1408.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · last AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[StarCuriosity's solution](#)

**1409.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[StarCuriosity's solution](#)

**1410.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[StarCuriosity's solution](#)

**1411.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[StarCuriosity's solution](#)

**1412.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[StarCuriosity's solution](#)

**1413.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[StarCuriosity's solution](#)

**1414.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[StarCuriosity's solution](#)

**1415.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[StarCuriosity's solution](#)

**1416.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[StarCuriosity's solution](#)

**1417.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[StarCuriosity's solution](#)

**1418.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[StarCuriosity's solution](#)

**1419.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[StarCuriosity's solution](#)

**1420.**

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**1421.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[StarCuriosity's solution](#)

**1422.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[StarCuriosity's solution](#)

**1423.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[StarCuriosity's solution](#)

**1424.**

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[StarCuriosity's solution](#)

**1425.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[StarCuriosity's solution](#)

**1426.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs  
[StarCuriosity's solution](#)

**1427.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[StarCuriosity's solution](#)

**1428.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[StarCuriosity's solution](#)

**1429.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search  
[StarCuriosity's solution](#)

**1430.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[StarCuriosity's solution](#)

**1431.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees  
[StarCuriosity's solution](#)

**1432.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[StarCuriosity's solution](#)

**1433.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[StarCuriosity's solution](#)

**1434.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[StarCuriosity's solution](#)

**1435.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[StarCuriosity's solution](#)

**1436.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[StarCuriosity's solution](#)

**1437.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[StarCuriosity's solution](#)

**1438.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**1439.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-18 · last AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[StarCuriosity's solution](#)

**1440.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[StarCuriosity's solution](#)

**1441.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**1442.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: flows

[StarCuriosity's solution](#)

**1443.**

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[StarCuriosity's solution](#)

**1444.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[StarCuriosity's solution](#)

**1445.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[StarCuriosity's solution](#)

**1446.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[StarCuriosity's solution](#)

**1447.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[StarCuriosity's solution](#)

**1448.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[StarCuriosity's solution](#)

**1449.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[StarCuriosity's solution](#)

**1450.**

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[StarCuriosity's solution](#)

**1451.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[StarCuriosity's solution](#)

**1452.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · last AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[StarCuriosity's solution](#)

**1453.**

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[StarCuriosity's solution](#)

**1454.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[StarCuriosity's solution](#)

**1455.**

657B

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[StarCuriosity's solution](#)

**1456.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[StarCuriosity's solution](#)

**1457.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[StarCuriosity's solution](#)

**1458.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[StarCuriosity's solution](#)

**1459.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[StarCuriosity's solution](#)

**1460.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[StarCuriosity's solution](#)

**1461.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[StarCuriosity's solution](#)

**1462.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**1463.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1464.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**1465.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[StarCuriosity's solution](#)

**1466.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: graphs, math

[StarCuriosity's solution](#)

**1467.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1468.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[StarCuriosity's solution](#)

**1469.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games  
[StarCuriosity's solution](#)

**1470.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[StarCuriosity's solution](#)

**1471.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[StarCuriosity's solution](#)

**1472.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2015-05-07 · last AC: 2015-05-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry  
[StarCuriosity's solution](#)

**1473.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees  
[StarCuriosity's solution](#)

**1474.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[StarCuriosity's solution](#)

**1475.**

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory  
[StarCuriosity's solution](#)

**1476.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search  
[StarCuriosity's solution](#)

**1477.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: dp, matrices  
[StarCuriosity's solution](#)

**1478.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**1479.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**1480.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**1481.**

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[StarCuriosity's solution](#)

**1482.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[StarCuriosity's solution](#)

**1483.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[StarCuriosity's solution](#)

**1484.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

**1485.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[StarCuriosity's solution](#)

**1486.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[StarCuriosity's solution](#)

**1487.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[StarCuriosity's solution](#)

**1488.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[StarCuriosity's solution](#)

**1489.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[StarCuriosity's solution](#)

**1490.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[StarCuriosity's solution](#)

**1491.**

1769D3

[A.3D7001aCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[StarCuriosity's solution](#)

**1492.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[StarCuriosity's solution](#)

**1493.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-07-09 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1494.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[StarCuriosity's solution](#)

**1495.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[StarCuriosity's solution](#)

**1496.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[StarCuriosity's solution](#)

**1497.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[StarCuriosity's solution](#)

**1498.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[StarCuriosity's solution](#)

**1499.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[StarCuriosity's solution](#)

**1500.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[StarCuriosity's solution](#)

**1501.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[StarCuriosity's solution](#)

**1502.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[StarCuriosity's solution](#)

**1503.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[StarCuriosity's solution](#)

**1504.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[StarCuriosity's solution](#)

**1505.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[StarCuriosity's solution](#)

**1506.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[StarCuriosity's solution](#)

**1507.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[StarCuriosity's solution](#)

**1508.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**1509.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[StarCuriosity's solution](#)

**1510.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**1511.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[StarCuriosity's solution](#)

**1512.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[StarCuriosity's solution](#)

**1513.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**1514.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[StarCuriosity's solution](#)

**1515.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1516.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[StarCuriosity's solution](#)

**1517.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[StarCuriosity's solution](#)

**1518.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[StarCuriosity's solution](#)

**1519.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[StarCuriosity's solution](#)

**1520.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[StarCuriosity's solution](#)

**1521.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[StarCuriosity's solution](#)

**1522.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[StarCuriosity's solution](#)

**1523.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1524.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[StarCuriosity's solution](#)

**1525.**

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[StarCuriosity's solution](#)

**1526.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[StarCuriosity's solution](#)

**1527.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[StarCuriosity's solution](#)

**1528.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[StarCuriosity's solution](#)

**1529.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[StarCuriosity's solution](#)

**1530.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1531.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**1532.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[StarCuriosity's solution](#)

**1533.**

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-16 · last AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[StarCuriosity's solution](#)

**1534.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[StarCuriosity's solution](#)

**1535.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)

**1536.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[StarCuriosity's solution](#)

**1537.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[StarCuriosity's solution](#)

**1538.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

**1539.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[StarCuriosity's solution](#)

**1540.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[StarCuriosity's solution](#)

**1541.**

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: trees

[StarCuriosity's solution](#)

**1542.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[StarCuriosity's solution](#)

**1543.**

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[StarCuriosity's solution](#)

**1544.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**1545.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-02 · last AC: 2016-04-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[StarCuriosity's solution](#)

**1546.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: games

[StarCuriosity's solution](#)

**1547.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[StarCuriosity's solution](#)

**1548.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[StarCuriosity's solution](#)

**1549.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dsu, graphs

[StarCuriosity's solution](#)

**1550.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix

structures, strings, trees

[StarCuriosity's solution](#)

**1551.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: data structures, math

[StarCuriosity's solution](#)

**1552.**

549B

[Lookser Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarCuriosity's solution](#)

**1553.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[StarCuriosity's solution](#)

**1554.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[StarCuriosity's solution](#)

**1555.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · last AC: 2015-02-25 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[StarCuriosity's solution](#)

**1556.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[StarCuriosity's solution](#)

**1557.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: flows, graph matchings

[StarCuriosity's solution](#)

**1558.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, trees

[StarCuriosity's solution](#)

**1559.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[StarCuriosity's solution](#)

**1560.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[StarCuriosity's solution](#)

**1561.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[StarCuriosity's solution](#)

**1562.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[StarCuriosity's solution](#)

**1563.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[StarCuriosity's solution](#)

**1564.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[StarCuriosity's solution](#)

**1565.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[StarCuriosity's solution](#)

**1566.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[StarCuriosity's solution](#)

**1567.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[StarCuriosity's solution](#)

**1568.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[StarCuriosity's solution](#)

**1569.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[StarCuriosity's solution](#)

**1570.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1571.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[StarCuriosity's solution](#)

**1572.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[StarCuriosity's solution](#)

**1573.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[StarCuriosity's solution](#)

**1574.**

1441B

[Graph Transpositions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[StarCuriosity's solution](#)

**1575.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[StarCuriosity's solution](#)

**1576.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[StarCuriosity's solution](#)

**1577.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[StarCuriosity's solution](#)

**1578.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[StarCuriosity's solution](#)

**1579.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[StarCuriosity's solution](#)

**1580.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[StarCuriosity's solution](#)

**1581.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[StarCuriosity's solution](#)

**1582.**

1282E

[The Cake Is a Lie · Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[StarCuriosity's solution](#)

**1583.**

815C

[Karen and Supermarket · Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[StarCuriosity's solution](#)

**1584.**

1263F

[Economic Difficulties · Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[StarCuriosity's solution](#)

**1585.**

922F

[Divisibility · Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[StarCuriosity's solution](#)

**1586.**

1260E

[Tournament · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[StarCuriosity's solution](#)

**1587.**

1132G

[Greedy Subsequences · Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[StarCuriosity's solution](#)

**1588.**

1261D2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[StarCuriosity's solution](#)

**1589.**

1257F

[Make Them Similar · Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-22 · last AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[StarCuriosity's solution](#)

**1590.**

653E

[Bear and Forgotten Tree 2 · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[StarCuriosity's solution](#)

**1591.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[StarCuriosity's solution](#)

**1592.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[StarCuriosity's solution](#)

**1593.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarCuriosity's solution](#)

**1594.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[StarCuriosity's solution](#)

**1595.**

657C

[Bear and Contribution](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[StarCuriosity's solution](#)

**1596.**

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[StarCuriosity's solution](#)

**1597.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[StarCuriosity's solution](#)

**1598.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[StarCuriosity's solution](#)

**1599.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[StarCuriosity's solution](#)

**1600.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[StarCuriosity's solution](#)

**1601.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[StarCuriosity's solution](#)**1602.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[StarCuriosity's solution](#)**1603.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[StarCuriosity's solution](#)**1604.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · last AC: 2018-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[StarCuriosity's solution](#)**1605.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[StarCuriosity's solution](#)**1606.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[StarCuriosity's solution](#)**1607.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[StarCuriosity's solution](#)**1608.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[StarCuriosity's solution](#)**1609.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)**1610.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[StarCuriosity's solution](#)**1611.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[StarCuriosity's solution](#)

### 1612.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers  
[StarCuriosity's solution](#)

### 1613.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[StarCuriosity's solution](#)

### 1614.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[StarCuriosity's solution](#)

### 1615.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[StarCuriosity's solution](#)

### 1616.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices  
[StarCuriosity's solution](#)

### 1617.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: greedy  
[StarCuriosity's solution](#)

### 1618.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-10-15 · last AC: 2016-10-15 · GNU C++11 (first AC) · Tags: dp  
[StarCuriosity's solution](#)

### 1619.

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
[StarCuriosity's solution](#)

### 1620.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: binary search, math, ternary search  
[StarCuriosity's solution](#)

### 1621.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[StarCuriosity's solution](#)

**1622.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices

[StarCuriosity's solution](#)

**1623.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: number theory

[StarCuriosity's solution](#)

**1624.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[StarCuriosity's solution](#)

**1625.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**1626.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · last AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[StarCuriosity's solution](#)

**1627.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: dp, probabilities

[StarCuriosity's solution](#)

**1628.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[StarCuriosity's solution](#)

**1629.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[StarCuriosity's solution](#)

**1630.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[StarCuriosity's solution](#)

**1631.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[StarCuriosity's solution](#)

**1632.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[StarCuriosity's solution](#)

**1633.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[StarCuriosity's solution](#)

**1634.**

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[StarCuriosity's solution](#)

**1635.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[StarCuriosity's solution](#)

**1636.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-20 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[StarCuriosity's solution](#)

**1637.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[StarCuriosity's solution](#)

**1638.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[StarCuriosity's solution](#)

**1639.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[StarCuriosity's solution](#)

**1640.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[StarCuriosity's solution](#)

**1641.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[StarCuriosity's solution](#)

**1642.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[StarCuriosity's solution](#)

**1643.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[StarCuriosity's solution](#)

**1644.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[StarCuriosity's solution](#)

**1645.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[StarCuriosity's solution](#)

**1646.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[StarCuriosity's solution](#)

**1647.**

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[StarCuriosity's solution](#)

**1648.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[StarCuriosity's solution](#)

**1649.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[StarCuriosity's solution](#)

**1650.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[StarCuriosity's solution](#)

**1651.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**1652.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs  
[StarCuriosity's solution](#)

**1653.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[StarCuriosity's solution](#)

**1654.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy  
[StarCuriosity's solution](#)

**1655.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu  
[StarCuriosity's solution](#)

**1656.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy  
[StarCuriosity's solution](#)

**1657.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees  
[StarCuriosity's solution](#)

**1658.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers  
[StarCuriosity's solution](#)

**1659.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees  
[StarCuriosity's solution](#)

**1660.**

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive  
[StarCuriosity's solution](#)

**1661.**

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games  
[StarCuriosity's solution](#)

**1662.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs,

sortings

[StarCuriosity's solution](#)

**1663.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[StarCuriosity's solution](#)

**1664.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2016-03-20 · last AC: 2016-03-20 · D (first AC) · Tags: data structures, number theory

[StarCuriosity's solution](#)

**1665.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**1666.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[StarCuriosity's solution](#)

**1667.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-13 · last AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[StarCuriosity's solution](#)

**1668.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[StarCuriosity's solution](#)

**1669.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[StarCuriosity's solution](#)

**1670.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[StarCuriosity's solution](#)

**1671.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[StarCuriosity's solution](#)

**1672.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[StarCuriosity's solution](#)

**1673.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[StarCuriosity's solution](#)

**1674.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[StarCuriosity's solution](#)

**1675.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[StarCuriosity's solution](#)

**1676.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[StarCuriosity's solution](#)

**1677.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[StarCuriosity's solution](#)

**1678.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-23 · last AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[StarCuriosity's solution](#)

**1679.**

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[StarCuriosity's solution](#)

**1680.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarCuriosity's solution](#)

**1681.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[StarCuriosity's solution](#)

**1682.**

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[StarCuriosity's solution](#)

**1683.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[StarCuriosity's solution](#)

**1684.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: math  
[StarCuriosity's solution](#)

**1685.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs  
[StarCuriosity's solution](#)

**1686.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs  
[StarCuriosity's solution](#)

**1687.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees  
[StarCuriosity's solution](#)

**1688.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[StarCuriosity's solution](#)

**1689.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[StarCuriosity's solution](#)

**1690.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[StarCuriosity's solution](#)

**1691.**

1782F

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

Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[StarCuriosity's solution](#)

**1692.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[StarCuriosity's solution](#)

**1693.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[StarCuriosity's solution](#)

### 1694.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[StarCuriosity's solution](#)

### 1695.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[StarCuriosity's solution](#)

### 1696.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[StarCuriosity's solution](#)

### 1697.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[StarCuriosity's solution](#)

### 1698.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

### 1699.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[StarCuriosity's solution](#)

### 1700.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[StarCuriosity's solution](#)

### 1701.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[StarCuriosity's solution](#)

### 1702.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[StarCuriosity's solution](#)

### 1703.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[StarCuriosity's solution](#)

**1704.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[StarCuriosity's solution](#)

**1705.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[StarCuriosity's solution](#)

**1706.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[StarCuriosity's solution](#)

**1707.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[StarCuriosity's solution](#)

**1708.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[StarCuriosity's solution](#)

**1709.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[StarCuriosity's solution](#)

**1710.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-08 · last AC: 2015-06-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[StarCuriosity's solution](#)

**1711.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[StarCuriosity's solution](#)

**1712.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1713.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[StarCuriosity's solution](#)

**1714.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[StarCuriosity's solution](#)

**1715.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

**1716.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[StarCuriosity's solution](#)

**1717.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[StarCuriosity's solution](#)

**1718.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: data structures, trees

[StarCuriosity's solution](#)

**1719.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-06 · GNU C++ (first AC) · Tags: dp, trees

[StarCuriosity's solution](#)

**1720.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: binary search, greedy

[StarCuriosity's solution](#)

**1721.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[StarCuriosity's solution](#)

**1722.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[StarCuriosity's solution](#)

**1723.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-09 · GNU C++ (first AC) · Tags: dp

[StarCuriosity's solution](#)

**1724.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[StarCuriosity's solution](#)

### 1725.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-16 · last AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[StarCuriosity's solution](#)

### 1726.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[StarCuriosity's solution](#)

### 1727.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[StarCuriosity's solution](#)

### 1728.

1531A

[At8CÔ3OT@!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[StarCuriosity's solution](#)

### 1729.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

### 1730.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

### 1731.

1531C

[B 8CÄ»CTBD 8Dt=D 9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dp

[StarCuriosity's solution](#)

### 1732.

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Ä 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

### 1733.

1531E3

[B »D»B0,,@ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search

[StarCuriosity's solution](#)

### 1734.

1531E1

[B »D»B0,,@ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1735.**

1531E2

[B 5DB@, @Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[StarCuriosity's solution](#)

**1736.**

100427D

[A\\$AD\\$@ CTGC A CÔ5C,,7C 5Cd=D`<](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1737.**

100427A

[B TCo,al](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1738.**

101788J

[Aöx0#D](#)

Rating: — · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1739.**

101788H

[Captcha · Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1740.**

101788L

[Xor D,T0Dri>C](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1741.**

101788I

[BÔAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1742.**

101788C

[B44C\\$>CT=C,,5 Cò@Dò<CäCC4>C`LCÔ8C#>C](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1743.**

101788B

[A#8D\\$0C”AC#8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1744.**

101788A

[B U010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1745.**

102978B

[Bit Operation · Tutorial](#)

Rating: — · first AC: 2021-03-05 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1746.**

101446C

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1747.**

101364A

[B-2010@DT<C AD 8C\\$=C O Bt5D =C O ADKD 0](#)

Rating: — · first AC: 2020-03-01 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1748.**

101364H

[A0x0i5C0](#)

Rating: — · first AC: 2017-05-01 · last AC: 2020-03-01 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1749.**

undefined282

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1750.**

undefined208

[Toral Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1751.**

100083D

[B\\$>Dn0, ACäGC`5CÔ5CÔ8Dð](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1752.**

1275E1

[A-5CÔBD >C`LCÔ0Dð AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1753.**

1275E2

[A-5CÔBD >C`LCÔ0Dð AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1754.**

1275E3

[A-5CÔBD >C`LCÔ0Dð AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1755.**

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1756.**

1275C

[#define At0CDD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1757.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1758.**

1275A

[B 3D K0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

**1759.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1760.**

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1761.**

102185I

[B T0CäB,,GCÖKCR ?C`NCÄ1D4AD°](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1762.**

102185C

[A=0C!0GT @CTAD\\$0D\\$L C 5D ?Cä:Cä8D\\$LD O C, ?Cä;Dä1C,,BDÄ :C :D\\$CD K](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1763.**

102185A

[AÄ0D0C\\$LC,,=D'9 CD5D 0CÖB](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1764.**

102001J

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

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1765.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1766.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1767.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1768.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1769.**

100140A

[AÄÖö#AC,,<C ;DÄ=D'9 Cö>D\\$>C](#)

Rating: — · first AC: 2017-11-21 · last AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1770.**

undefined328

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1771.**

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1772.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1773.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1774.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1775.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1776.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1777.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1778.**

100114E

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

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1779.**

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1780.**

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · last AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1781.**

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1782.**

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1783.**

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1784.**

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1785.**

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1786.**

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1787.**

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1788.**

101641M

[A 50SECà2CT=](#)

Rating: — · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1789.**

101641H

[Team Composition](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1790.

101641E

[AÄÖöAC,,<C,,7C FC,,O CäBCÔ>D,,5CÔ8Dö](#)

Rating: — · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1791.

undefined407

[Number of Paths in the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1792.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1793.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[StarCuriosity's solution](#)

1794.

100068J

[B :Cä;DÄ;Cä 7C\\$5Ct4 CÔO CÔ5C 5?](#)

Rating: — · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1795.

101200D

[B ÖD\\$8CÔ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1796.

101200B

[B BÖ;Cä>C\\$0Dò ;Cä2D4HCæ0](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1797.

101200H

[B ÖDHCaj@CT=CÔKC' ?C @C 4Cä:D Cä=D\\$8-BT>C';C](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1798.

101200I

[B :Cä;DÄ;Cä 2CTAC,,B Cæ0D <C ö](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1799.

101200F

[B =DöBDæ0 C'8 C >C40CÄ BCä@D\\$K?](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

1800.

101200L

[ASKÖræD AD\\$>C'8DdK](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1801.**

101200K

[AD&O4&C\\$>D ACâ ACÄ5D BDÄN](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1802.**

101200G

[A5D OGD>Cç 7C 4C G](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1803.**

101200E

[B >Cd4CTAD\\$2CT=D :C,,9 Cç>CD0D >C](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[StarCuriosity's solution](#)

**1804.**

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1805.**

101372D

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

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1806.**

101372C

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

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1807.**

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1808.**

101283B

[A TO&C D,,:C](#)

Rating: — · first AC: 2017-03-14 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1809.**

101283E

[B B0T&ACT=C, 4C\\$>C””:C€](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1810.**

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**1811.**

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[StarCuriosity's solution](#)

**1812.**

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1813.**

101136K

[BŞOCÖT, CÄÄODt8 C, '8D :C`NDt0DäiCT5 C,,;C:°](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1814.**

100181B

[AD0000 D BD >C#0](#)

Rating: — · first AC: 2015-03-29 · last AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1815.**

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[StarCuriosity's solution](#)

**1816.**

100230B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1817.**

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1818.**

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1819.**

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1820.**

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1821.**

100624K

[Graphic Madness](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1822.**

101026E

[Money Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · last AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1823.**

101016E

[Barbarians](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1824.**

101016D

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1825.**

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1826.**

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1827.**

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1828.**

100249A

[B.CCÄäC =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1829.**

100994B

[Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1830.**

100981C

[A@Cä7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1831.**

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1832.**

100100D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1833.**

100007C

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

Rating: — · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1834.**

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1835.**

100007D

[Beer Thief](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1836.**

100007B

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

Rating: — · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1837.**

100007A

[Little Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1838.**

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2016-03-21 · last AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1839.**

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1840.**

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1841.**

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1842.**

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1843.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[StarCuriosity's solution](#)

**1844.**

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2016-02-08 · last AC: 2016-02-08 · GNU C++11 (first AC) · Tags: math, number theory

[StarCuriosity's solution](#)

**1845.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[StarCuriosity's solution](#)

**1846.**

100039B

[BÖTÄD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1847.**

100875D

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

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1848.**

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1849.**

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1850.**

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1851.**

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1852.**

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1853.**

100789A

[A`CDIHG;@ Cö>CD0D >Cç Ò <C AD 8C"](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1854.**

100380F2

[Multiplication of Polynomials \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · last AC: 2015-06-09 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1855.**

100692B

[Kiddie Pool](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-31 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1856.**

100380F1

[Multiplication of Polynomials \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1857.**

100380N1

[SAT USAT \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1858.**

100380N2

[SAT USAT \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1859.**

100380N3

[SAT USAT \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1860.**

100380N4

[SAT USAT \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1861.**

100380N5

[SAT USAT \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1862.**

100380N6

[SAT USAT \(subtask 6\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1863.**

100380N7

[SAT USAT \(subtask 7\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · last AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1864.**

100380E1

[Roots \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1865.**

100380E2

[Roots \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1866.**

100380E3

[Roots \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —  
[StarCuriosity's solution](#)

**1867.**

100380E4

[Roots \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1868.**

100380H1

[Edges are Being Added, Graph is Growing \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1869.**

100380H2

[Edges are Being Added, Graph is Growing \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1870.**

100380H3

[Edges are Being Added, Graph is Growing \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1871.**

100380I1

[Sum of everything \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1872.**

100380I2

[Sum of everything \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1873.**

100380I3

[Sum of everything \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1874.**

100380I4

[Sum of everything \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1875.**

100380J1

[All Cliques \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1876.**

100380J2

[All Cliques \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1877.**

100380J3

[All Cliques \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1878.**

100380J4

[All Cliques \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1879.**

100380J5

[All Cliques \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1880.**

100380J6

[All Cliques \(subtask 6\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1881.**

100380K4

[Maximal clique \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1882.**

100380K3

[Maximal clique \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1883.**

100380K2

[Maximal clique \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1884.**

100380K1

[Maximal clique \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1885.**

100380G1

[Division of Polynomials \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1886.**

100380G2

[Division of Polynomials \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1887.**

100136C

[B0C4C;C,:D4GCxC](#)

Rating: — · first AC: 2015-04-01 · last AC: 2015-04-01 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1888.**

100529C

[A0C5aCT2C=C,,5](#)

Rating: — · first AC: 2015-04-01 · last AC: 2015-04-01 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1889.**

100181G

[A6@C@C @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9](#)

Rating: — · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1890.**

100181C

[B 00,C,GCÔKCR ?Cä4D BD >C#8](#)

Rating: — · first AC: 2015-03-29 · last AC: 2015-03-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1891.**

100653C

[A#>C00D 5D A Dä=D`E C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: —

[StarCuriosity's solution](#)

**1892.**

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · last AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[StarCuriosity's solution](#)

**1893.**

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[StarCuriosity's solution](#)

**1894.**

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[StarCuriosity's solution](#)

**1895.**

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[StarCuriosity's solution](#)