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Unique solved — TLEwpdus

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

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Count: 704

1.

2053A

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2.

2039A

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3.

2003A

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4.

1776A

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5.

1779A

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6.

1773F

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7.

1764A

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8.

1746B

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9.

1746A

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10.

1704A

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11.

1696A

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12.

1672B

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13.

1672A

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14.

1637A

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15.

1671A

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16.

1656A

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17.

1654B

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18.

1654A

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19.

1621A

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20.

1616A

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21.

1615A

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22.

1608A

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23.

1552A

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24.

1553A

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25.

1530B

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26.

1530A

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27.

1523A

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28.

1515A

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29.

1450A

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30.

1428A

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31.

1392B

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32.

1392A

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33.

1368A

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34.

1305A

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35.

1307A

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36.

1284A

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37.

1270A

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38.

1178A

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39.

1148A

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40.

1043A

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41.

1060A

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42.

1028A

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43.

1017A

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44.

932A

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45.

620A

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46.

1779B

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47.

1764B

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48.

1726A

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49.

1666D

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50.

1696B

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51.

1326B

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52.

1267B

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53.

1208A

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54.

1110A

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55.

1055A

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56.

1025A

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57.

914A

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58.

915A

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59.

765A

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60.

2039B

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61.

1704B

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62.

1671B

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63.

1515B

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64.

1450B

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65.

1326A

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66.

1252A

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67.

816A

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68.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

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69.

805B

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70.

805A

[Fake NP](#) · [Tutorial](#)

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[TLEwpdus's solution](#)

71.

1726B

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72.

1672C

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73.

1656B

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74.

1616B

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1523B
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1428C
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1375A
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1060B
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765B
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2053B
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2039C1
[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)
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1704C
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1656C
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86.

1641A

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87.

1608B

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88.

1578E

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89.

1553C

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90.

1530C

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91.

1495A

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92.

1428B

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93.

1392C

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94.

1375B

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95.

1305B

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96.

1270B

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97.

1214C

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98.

1082A

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99.

1043B

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100.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

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101.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[TLEwpdus's solution](#)

102.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[TLEwpdus's solution](#)

103.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: math
[TLEwpdus's solution](#)

104.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[TLEwpdus's solution](#)

105.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[TLEwpdus's solution](#)

106.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TLEwpdus's solution](#)

107.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[TLEwpdus's solution](#)

108.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[TLEwpdus's solution](#)

109.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[TLEwpdus's solution](#)

110.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[TLEwpdus's solution](#)

111.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[TLEwpdus's solution](#)

112.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TLEwpdus's solution](#)

113.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[TLEwpdus's solution](#)

114.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[TLEwpdus's solution](#)

115.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[TLEwpdus's solution](#)

116.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[TLEwpdus's solution](#)

117.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[TLEwpdus's solution](#)

118.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[TLEwpdus's solution](#)

119.

962B

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

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[TLEwpdus's solution](#)

120.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[TLEwpdus's solution](#)

121.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[TLEwpdus's solution](#)

122.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[TLEwpdus's solution](#)

123.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[TLEwpdus's solution](#)

124.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[TLEwpdus's solution](#)

125.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TLEwpdus's solution](#)

126.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[TLEwpdus's solution](#)

127.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[TLEwpdus's solution](#)

128.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[TLEwpdus's solution](#)

129.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TLEwpdus's solution](#)

130.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[TLEwpdus's solution](#)

131.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TLEwpdus's solution](#)

132.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[TLEwpdus's solution](#)

133.

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

[TLEwpdus's solution](#)

134.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[TLEwpdus's solution](#)

135.

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

[TLEwpdus's solution](#)

136.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TLEwpdus's solution](#)

137.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[TLEwpdus's solution](#)

138.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TLEwpdus's solution](#)

139.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[TLEwpdus's solution](#)

140.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[TLEwpdus's solution](#)

141.

805D

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

Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics

[TLEwpdus's solution](#)

142.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[TLEwpdus's solution](#)

143.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[TLEwpdus's solution](#)

144.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[TLEwpdus's solution](#)

145.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[TLEwpdus's solution](#)

146.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[TLEwpdus's solution](#)

147.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[TLEwpdus's solution](#)

148.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[TLEwpdus's solution](#)

149.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[TLEwpdus's solution](#)

150.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[TLEwpdus's solution](#)

151.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[TLEwpdus's solution](#)

152.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[TLEwpdus's solution](#)

153.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[TLEwpdus's solution](#)

154.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[TLEwpdus's solution](#)

155.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[TLEwpdus's solution](#)

156.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[TLEwpdus's solution](#)

157.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[TLEwpdus's solution](#)

158.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[TLEwpdus's solution](#)

159.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[TLEwpdus's solution](#)

160.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[TLEwpdus's solution](#)

161.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[TLEwpdus's solution](#)

162.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[TLEwpdus's solution](#)

163.

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

[TLEwpdus's solution](#)

164.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[TLEwpdus's solution](#)

165.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[TLEwpdus's solution](#)

166.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TLEwpdus's solution](#)

167.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[TLEwpdus's solution](#)

168.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TLEwpdus's solution](#)

169.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TLEwpdus's solution](#)

170.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[TLEwpdus's solution](#)

171.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[TLEwpdus's solution](#)

172.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[TLEwpdus's solution](#)

173.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[TLEwpdus's solution](#)

174.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[TLEwpdus's solution](#)

175.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[TLEwpdus's solution](#)

176.

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[TLEwpdus's solution](#)

177.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TLEwpdus's solution](#)

178.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TLEwpdus's solution](#)

179.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[TLEwpdus's solution](#)

180.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[TLEwpdus's solution](#)

181.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[TLEwpdus's solution](#)

182.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[TLEwpdus's solution](#)

183.

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

[TLEwpdus's solution](#)

184.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[TLEwpdus's solution](#)

185.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[TLEwpdus's solution](#)

186.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[TLEwpdus's solution](#)

187.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[TLEwpdus's solution](#)

188.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[TLEwpdus's solution](#)

189.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TLEwpdus's solution](#)

190.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TLEwpdus's solution](#)

191.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[TLEwpdus's solution](#)

192.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[TLEwpdus's solution](#)

193.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[TLEwpdus's solution](#)

194.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TLEwpdus's solution](#)

195.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TLEwpdus's solution](#)

196.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[TLEwpdus's solution](#)

197.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[TLEwpdus's solution](#)

198.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[TLEwpdus's solution](#)

199.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings
[TLEwpdus's solution](#)

200.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[TLEwpdus's solution](#)

201.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[TLEwpdus's solution](#)

202.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-13 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[TLEwpdus's solution](#)

203.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[TLEwpdus's solution](#)

204.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[TLEwpdus's solution](#)

205.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[TLEwpdus's solution](#)

206.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[TLEwpdus's solution](#)

207.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[TLEwpdus's solution](#)

208.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[TLEwpdus's solution](#)

209.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[TLEwpdus's solution](#)

210.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[TLEwpdus's solution](#)

211.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[TLEwpdus's solution](#)

212.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[TLEwpdus's solution](#)

213.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[TLEwpdus's solution](#)

214.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[TLEwpdus's solution](#)

215.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
[TLEwpdus's solution](#)

216.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[TLEwpdus's solution](#)

217.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[TLEwpdus's solution](#)

218.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[TLEwpdus's solution](#)

219.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[TLEwpdus's solution](#)

220.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[TLEwpdus's solution](#)

221.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[TLEwpdus's solution](#)

222.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[TLEwpdus's solution](#)

223.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[TLEwpdus's solution](#)

224.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[TLEwpdus's solution](#)

225.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TLEwpdus's solution](#)

226.

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

[TLEwpdus's solution](#)

227.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TLEwpdus's solution](#)

228.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TLEwpdus's solution](#)

229.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[TLEwpdus's solution](#)

230.

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
[TLEwpdus's solution](#)

231.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[TLEwpdus's solution](#)

232.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[TLEwpdus's solution](#)

233.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[TLEwpdus's solution](#)

234.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math
[TLEwpdus's solution](#)

235.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[TLEwpdus's solution](#)

236.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[TLEwpdus's solution](#)

237.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs
[TLEwpdus's solution](#)

238.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy
[TLEwpdus's solution](#)

239.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings
[TLEwpdus's solution](#)

240.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[TLEwpdus's solution](#)

241.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math

[TLEwpdus's solution](#)

242.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[TLEwpdus's solution](#)

243.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[TLEwpdus's solution](#)

244.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[TLEwpdus's solution](#)

245.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[TLEwpdus's solution](#)

246.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[TLEwpdus's solution](#)

247.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[TLEwpdus's solution](#)

248.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[TLEwpdus's solution](#)

249.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[TLEwpdus's solution](#)

250.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[TLEwpdus's solution](#)

251.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[TLEwpdus's solution](#)

252.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[TLEwpdus's solution](#)

253.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[TLEwpdus's solution](#)

254.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[TLEwpdus's solution](#)

255.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TLEwpdus's solution](#)

256.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[TLEwpdus's solution](#)

257.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[TLEwpdus's solution](#)

258.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[TLEwpdus's solution](#)

259.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[TLEwpdus's solution](#)

260.

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

[TLEwpdus's solution](#)

261.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[TLEwpdus's solution](#)

262.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[TLEwpdus's solution](#)

263.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[TLEwpdus's solution](#)

264.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[TLEwpdus's solution](#)

265.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games
[TLEwpdus's solution](#)

266.

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
[TLEwpdus's solution](#)

267.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[TLEwpdus's solution](#)

268.

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
[TLEwpdus's solution](#)

269.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[TLEwpdus's solution](#)

270.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[TLEwpdus's solution](#)

271.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[TLEwpdus's solution](#)

272.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[TLEwpdus's solution](#)

273.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[TLEwpdus's solution](#)

274.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[TLEwpdus's solution](#)

275.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[TLEwpdus's solution](#)

276.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[TLEwpdus's solution](#)

277.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[TLEwpdus's solution](#)

278.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[TLEwpdus's solution](#)

279.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[TLEwpdus's solution](#)

280.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[TLEwpdus's solution](#)

281.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[TLEwpdus's solution](#)

282.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[TLEwpdus's solution](#)

283.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[TLEwpdus's solution](#)

284.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

285.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[TLEwpdus's solution](#)

286.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[TLEwpdus's solution](#)

287.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[TLEwpdus's solution](#)

288.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[TLEwpdus's solution](#)

289.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[TLEwpdus's solution](#)

290.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[TLEwpdus's solution](#)

291.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[TLEwpdus's solution](#)

292.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[TLEwpdus's solution](#)

293.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[TLEwpdus's solution](#)

294.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[TLEwpdus's solution](#)

295.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TLEwpdus's solution](#)

296.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[TLEwpdus's solution](#)

297.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[TLEwpdus's solution](#)

298.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

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299.

1307D

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300.

1270D

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Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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301.

1276B

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graphs

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302.

1264B

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303.

1242B

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304.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

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305.

1208D

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306.

1178E

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307.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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308.

1161B

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[TLEwpdus's solution](#)

309.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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310.

1078A

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Rating: 1900 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

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311.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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312.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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313.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TLEwpdus's solution](#)

314.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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315.

1060D

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316.

1017D

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317.

993B

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318.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

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319.

914D

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320.

1889C1

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321.

1764D

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322.

1726D

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323.

1718B

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[TLEwpdus's solution](#)

324.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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325.

1672F1

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326.

1641B

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327.

1616D

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328.

1456B

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Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

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329.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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330.

1416C

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331.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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332.

1320C

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333.

1280C

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334.

1229B

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335.

1214E

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336.

1190D

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337.

1161C

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338.

1129B

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339.

1082E

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340.

1060E

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341.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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342.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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343.

1710B

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344.

1666J

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345.

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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346.

1654D

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347.

1621D

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348.

1553E

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349.

1530E

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Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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350.

1483C

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Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

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351.

1464B

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Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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352.

1450C1

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353.

1434C

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354.

1392E

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355.

1322B

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356.

1299C

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357.

1284D

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359.

1252G

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Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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360.

1252K

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361.

1158C

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362.

1078B

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363.

1039B

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1028D

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365.

1025D

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366.

993C

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367.

827C

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368.

790B

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369.

763B

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370.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
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371.

1776B

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372.

1773B

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373.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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374.

1666F

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375.

1666I

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376.

1672E

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377.

1656E

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378.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[TLEwpdus's solution](#)

379.

1615D

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380.

1552F

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381.

1515E

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Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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382.

1503C

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383.

1456C

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384.

1428E

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385.

1336C

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386.

1338C

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387.

1305E

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388.

1252E

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389.

1208E

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390.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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391.

1179C

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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

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392.

1158B

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393.

1154G

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[TLEwpdus's solution](#)

394.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[TLEwpdus's solution](#)

395.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TLEwpdus's solution](#)

396.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[TLEwpdus's solution](#)

397.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[TLEwpdus's solution](#)

398.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[TLEwpdus's solution](#)

399.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TLEwpdus's solution](#)

400.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TLEwpdus's solution](#)

401.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: combinatorics, math

[TLEwpdus's solution](#)

402.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[TLEwpdus's solution](#)

403.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[TLEwpdus's solution](#)

404.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[TLEwpdus's solution](#)

405.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[TLEwpdus's solution](#)

406.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[TLEwpdus's solution](#)

407.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[TLEwpdus's solution](#)

408.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TLEwpdus's solution](#)

409.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[TLEwpdus's solution](#)

410.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[TLEwpdus's solution](#)

411.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[TLEwpdus's solution](#)

412.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[TLEwpdus's solution](#)

413.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[TLEwpdus's solution](#)

414.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[TLEwpdus's solution](#)

415.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[TLEwpdus's solution](#)

416.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[TLEwpdus's solution](#)

417.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[TLEwpdus's solution](#)

418.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[TLEwpdus's solution](#)

419.

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

[TLEwpdus's solution](#)

420.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[TLEwpdus's solution](#)

421.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[TLEwpdus's solution](#)

422.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[TLEwpdus's solution](#)

423.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[TLEwpdus's solution](#)

424.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[TLEwpdus's solution](#)

425.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[TLEwpdus's solution](#)

426.

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

[TLEwpdus's solution](#)

427.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[TLEwpdus's solution](#)

428.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[TLEwpdus's solution](#)

429.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[TLEwpdus's solution](#)

430.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[TLEwpdus's solution](#)

431.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[TLEwpdus's solution](#)

432.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[TLEwpdus's solution](#)

433.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[TLEwpdus's solution](#)

434.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[TLEwpdus's solution](#)

435.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[TLEwpdus's solution](#)

436.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[TLEwpdus's solution](#)

437.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[TLEwpdus's solution](#)

438.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[TLEwpdus's solution](#)

439.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[TLEwpdus's solution](#)

440.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[TLEwpdus's solution](#)

441.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TLEwpdus's solution](#)

442.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[TLEwpdus's solution](#)

443.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[TLEwpdus's solution](#)

444.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[TLEwpdus's solution](#)

445.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TLEwpdus's solution](#)

446.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[TLEwpdus's solution](#)

447.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[TLEwpdus's solution](#)

448.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

449.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[TLEwpdus's solution](#)

450.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[TLEwpdus's solution](#)

451.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[TLEwpdus's solution](#)

452.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[TLEwpdus's solution](#)

453.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[TLEwpdus's solution](#)

454.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[TLEwpdus's solution](#)

455.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[TLEwpdus's solution](#)

456.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[TLEwpdus's solution](#)

457.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

458.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[TLEwpdus's solution](#)

459.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[TLEwpdus's solution](#)

460.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TLEwpdus's solution](#)

461.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TLEwpdus's solution](#)

462.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[TLEwpdus's solution](#)

463.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[TLEwpdus's solution](#)

464.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[TLEwpdus's solution](#)

465.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[TLEwpdus's solution](#)

466.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[TLEwpdus's solution](#)

467.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[TLEwpdus's solution](#)

468.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[TLEwpdus's solution](#)

469.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[TLEwpdus's solution](#)

470.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[TLEwpdus's solution](#)

471.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[TLEwpdus's solution](#)

472.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[TLEwpdus's solution](#)

473.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

shortest paths

[TLEwpdus's solution](#)

474.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[TLEwpdus's solution](#)

475.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[TLEwpdus's solution](#)

476.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[TLEwpdus's solution](#)

477.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[TLEwpdus's solution](#)

478.

1314B

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

Rating: 2500 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[TLEwpdus's solution](#)

479.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[TLEwpdus's solution](#)

480.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TLEwpdus's solution](#)

481.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TLEwpdus's solution](#)

482.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[TLEwpdus's solution](#)

483.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[TLEwpdus's solution](#)

484.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-11-05 · last AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[TLEwpdus's solution](#)

485.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TLEwpdus's solution](#)

486.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[TLEwpdus's solution](#)

487.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: dp

[TLEwpdus's solution](#)

488.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[TLEwpdus's solution](#)

489.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[TLEwpdus's solution](#)

490.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[TLEwpdus's solution](#)

491.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[TLEwpdus's solution](#)

492.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[TLEwpdus's solution](#)

493.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[TLEwpdus's solution](#)

494.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[TLEwpdus's solution](#)

495.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[TLEwpdus's solution](#)

496.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[TLEwpdus's solution](#)

497.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[TLEwpdus's solution](#)

498.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[TLEwpdus's solution](#)

499.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[TLEwpdus's solution](#)

500.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[TLEwpdus's solution](#)

501.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[TLEwpdus's solution](#)

502.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[TLEwpdus's solution](#)

503.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[TLEwpdus's solution](#)

504.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[TLEwpdus's solution](#)

505.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[TLEwpdus's solution](#)

506.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[TLEwpdus's solution](#)

507.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[TLEwpdus's solution](#)

508.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[TLEwpdus's solution](#)

509.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[TLEwpdus's solution](#)

510.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[TLEwpdus's solution](#)

511.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[TLEwpdus's solution](#)

512.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TLEwpdus's solution](#)

513.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[TLEwpdus's solution](#)

514.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[TLEwpdus's solution](#)

515.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

516.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

517.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

518.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[TLEwpdus's solution](#)

519.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[TLEwpdus's solution](#)

520.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[TLEwpdus's solution](#)

521.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[TLEwpdus's solution](#)

522.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[TLEwpdus's solution](#)

523.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[TLEwpdus's solution](#)

524.

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[TLEwpdus's solution](#)

525.

1338D

[Nested Rubber Bands · Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[TLEwpdus's solution](#)

526.

1214F

[Employment · Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TLEwpdus's solution](#)

527.

1179D

[Fedor Runs for President · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[TLEwpdus's solution](#)

528.

1148F

[Foo Fighters · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[TLEwpdus's solution](#)

529.

1034C

[Region Separation · Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[TLEwpdus's solution](#)

530.

1019D

[Large Triangle · Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[TLEwpdus's solution](#)

531.

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-16 · last AC: 2018-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[TLEwpdus's solution](#)

532.

2053I1

[Affectionate Arrays \(Easy Version\) · Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[TLEwpdus's solution](#)

533.

1776D

[Teamwork · Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[TLEwpdus's solution](#)

534.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[TLEwpdus's solution](#)

535.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[TLEwpdus's solution](#)

536.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[TLEwpdus's solution](#)

537.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[TLEwpdus's solution](#)

538.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[TLEwpdus's solution](#)

539.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[TLEwpdus's solution](#)

540.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[TLEwpdus's solution](#)

541.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[TLEwpdus's solution](#)

542.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[TLEwpdus's solution](#)

543.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[TLEwpdus's solution](#)

544.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[TLEwpdus's solution](#)

545.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[TLEwpdus's solution](#)

546.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
[TLEwpdus's solution](#)

547.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[TLEwpdus's solution](#)

548.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings
[TLEwpdus's solution](#)

549.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[TLEwpdus's solution](#)

550.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[TLEwpdus's solution](#)

551.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[TLEwpdus's solution](#)

552.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[TLEwpdus's solution](#)

553.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[TLEwpdus's solution](#)

554.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[TLEwpdus's solution](#)

555.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[TLEwpdus's solution](#)

556.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[TLEwpdus's solution](#)

557.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[TLEwpdus's solution](#)

558.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[TLEwpdus's solution](#)

559.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[TLEwpdus's solution](#)

560.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[TLEwpdus's solution](#)

561.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[TLEwpdus's solution](#)

562.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[TLEwpdus's solution](#)

563.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[TLEwpdus's solution](#)

564.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[TLEwpdus's solution](#)

565.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[TLEwpdus's solution](#)

566.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[TLEwpdus's solution](#)

567.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

568.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[TLEwpdus's solution](#)

569.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[TLEwpdus's solution](#)

570.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[TLEwpdus's solution](#)

571.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[TLEwpdus's solution](#)

572.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[TLEwpdus's solution](#)

573.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[TLEwpdus's solution](#)

574.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[TLEwpdus's solution](#)

575.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[TLEwpdus's solution](#)

576.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[TLEwpdus's solution](#)

577.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[TLEwpdus's solution](#)

578.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[TLEwpdus's solution](#)

579.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[TLEwpdus's solution](#)

580.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

581.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[TLEwpdus's solution](#)

582.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[TLEwpdus's solution](#)

583.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[TLEwpdus's solution](#)

584.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TLEwpdus's solution](#)

585.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[TLEwpdus's solution](#)

586.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[TLEwpdus's solution](#)

587.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[TLEwpdus's solution](#)

588.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[TLEwpdus's solution](#)

589.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: flows

[TLEwpdus's solution](#)

590.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[TLEwpdus's solution](#)

591.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

592.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[TLEwpdus's solution](#)

593.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[TLEwpdus's solution](#)

594.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[TLEwpdus's solution](#)

595.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[TLEwpdus's solution](#)

596.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[TLEwpdus's solution](#)

597.

1666B

[Budget Distribution](#) · [Tutorial](#)

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

598.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[TLEwpdus's solution](#)

599.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TLEwpdus's solution](#)

600.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TLEwpdus's solution](#)

601.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[TLEwpdus's solution](#)

602.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[TLEwpdus's solution](#)

603.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

604.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

605.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

606.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

607.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

608.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

609.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

610.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

611.

105465B

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

Rating: — · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

612.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

613.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

614.

104871I

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

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

615.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

616.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

617.

104871G

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

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

618.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

619.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

620.

102994M

[Travel Dream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

621.

102994F

[Girlfriend](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

622.

102994K

[Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

623.

102994E

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

624.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

625.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

626.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

627.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

628.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

629.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

630.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

631.

102916A

[Absenteeism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

632.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

633.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

634.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

635.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

636.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

637.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

638.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

639.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TLEwpdus's solution](#)

640.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

641.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

642.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

643.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

644.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

645.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

646.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

647.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

648.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

649.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

650.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

651.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

652.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

653.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

654.

103202F

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

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

655.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

656.

103069J

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

657.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

658.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

659.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

660.

103069A

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

661.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

662.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

663.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

664.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

665.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

666.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

667.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

668.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

669.

102896G

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

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

670.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

671.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

672.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

673.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

674.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

675.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

676.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[TLEwpdus's solution](#)

677.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

678.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

679.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

680.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

681.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

682.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

683.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[TLEwpdus's solution](#)

684.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

685.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

686.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

687.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

688.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

689.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

690.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

691.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

692.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

693.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

694.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

695.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

696.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

697.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

698.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[TLEwpdus's solution](#)

699.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[TLEwpdus's solution](#)

700.

101237J

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