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# Unique solved — TOPCYBERFLOWER

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

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

Filters: none

Count: 493

1.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

2.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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3.

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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4.

1385A

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

Quality: 43,351 global accepts · Rating: 800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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5.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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6.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,916 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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7.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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8.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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9.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**10.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**11.**

1312A

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

Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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**12.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**13.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**14.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**15.**

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**16.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**17.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**18.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

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

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**19.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**20.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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**21.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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**22.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**23.**

443A

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

Quality: 112,096 global accepts · Rating: 800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**24.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math

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**25.**

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: math

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**26.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: greedy, math

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**27.**

1183A

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

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**28.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,444 global accepts · Rating: 800 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: math

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**29.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**30.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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**31.**

1281A

[Suffix Three](#) · [Tutorial](#)

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**32.**

1234A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

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**33.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: math

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**34.**

1285A

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

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**35.**

1216A

[Prefixes](#) · [Tutorial](#)

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**36.**

1271A

[Suits](#) · [Tutorial](#)

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**37.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: brute force, math

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**38.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

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**39.**

1284A

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

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**40.**

1249A

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

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**41.**

1283A

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

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**42.**

1270A

[Card Game](#) · [Tutorial](#)

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**43.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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**44.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math

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**45.**

1220A

[Cards](#) · [Tutorial](#)

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**46.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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**47.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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**48.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,051 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

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**49.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: strings

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**50.**

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

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**51.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy

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**52.**

1159A

[A pile of stones](#) · [Tutorial](#)

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**53.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation

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**54.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,029 global accepts · Rating: 800 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: implementation, strings

[TOPCYBERFLOWER's solution](#)

**55.**

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

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**56.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: implementation

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**57.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: math

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**58.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**59.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

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**60.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: implementation

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**61.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

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**62.**

1337B

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**63.**

1335B

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

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**64.**

1339A

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**65.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**66.**

1238A

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

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**67.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**68.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**69.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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**70.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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**71.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**72.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**73.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**74.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: math

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**75.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: greedy, math, strings

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**76.**

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy

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**77.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**78.**

1216B

[Shooting](#) · [Tutorial](#)

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**79.**

439A

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

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**80.**

1279A

[New Year Garland](#) · [Tutorial](#)

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**81.**

1272A

[Three Friends](#) · [Tutorial](#)

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**82.**

1283B

[Candies Division](#) · [Tutorial](#)

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**83.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: implementation, math

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**84.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: math

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**85.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

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**86.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

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**87.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,513 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[TOPCYBERFLOWER's solution](#)

**88.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, greedy

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**89.**

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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**90.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

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**91.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

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**92.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

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**93.**

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: greedy, strings

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**94.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**95.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**96.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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**97.**

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

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**98.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

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**99.**

1312B

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Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**100.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**101.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**102.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

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**103.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**104.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[TOPCYBERFLOWER's solution](#)

**105.**

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**106.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[TOPCYBERFLOWER's solution](#)

**107.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**108.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**109.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[TOPCYBERFLOWER's solution](#)

**110.**

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**111.**

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: dsu, math

[TOPCYBERFLOWER's solution](#)

**112.**

1256A

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

Quality: 32,436 global accepts · Rating: 1000 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**113.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[TOPCYBERFLOWER's solution](#)

**114.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**115.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**116.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[TOPCYBERFLOWER's solution](#)

**117.**

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[TOPCYBERFLOWER's solution](#)

**118.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**119.**

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**120.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**121.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[TOPCYBERFLOWER's solution](#)

**122.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[TOPCYBERFLOWER's solution](#)

**123.**

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[TOPCYBERFLOWER's solution](#)

**124.**

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**125.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[TOPCYBERFLOWER's solution](#)

**126.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[TOPCYBERFLOWER's solution](#)

**127.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[TOPCYBERFLOWER's solution](#)

**128.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**129.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[TOPCYBERFLOWER's solution](#)

**130.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**131.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**132.**

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**133.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**134.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[TOPCYBERFLOWER's solution](#)

**135.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**136.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TOPCYBERFLOWER's solution](#)

**137.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TOPCYBERFLOWER's solution](#)

**138.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[TOPCYBERFLOWER's solution](#)

**139.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**140.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary

search

[TOPCYBERFLOWER's solution](#)

**141.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**142.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[TOPCYBERFLOWER's solution](#)

**143.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: graphs, implementation

[TOPCYBERFLOWER's solution](#)

**144.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**145.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: data structures, implementation

[TOPCYBERFLOWER's solution](#)

**146.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[TOPCYBERFLOWER's solution](#)

**147.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**148.**

1166B

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

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

[TOPCYBERFLOWER's solution](#)

**149.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**150.**

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

**151.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[TOPCYBERFLOWER's solution](#)

**152.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[TOPCYBERFLOWER's solution](#)

**153.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[TOPCYBERFLOWER's solution](#)

**154.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,925 global accepts · Rating: 1200 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**155.**

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[TOPCYBERFLOWER's solution](#)

**156.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**157.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[TOPCYBERFLOWER's solution](#)

**158.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[TOPCYBERFLOWER's solution](#)

**159.**

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[TOPCYBERFLOWER's solution](#)

**160.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[TOPCYBERFLOWER's solution](#)

**161.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[TOPCYBERFLOWER's solution](#)

**162.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TOPCYBERFLOWER's solution](#)

**163.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,674 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[TOPCYBERFLOWER's solution](#)

**164.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**165.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TOPCYBERFLOWER's solution](#)

**166.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[TOPCYBERFLOWER's solution](#)

**167.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[TOPCYBERFLOWER's solution](#)

**168.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[TOPCYBERFLOWER's solution](#)

**169.**

1272C

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[TOPCYBERFLOWER's solution](#)

**170.**

1272B

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

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**171.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[TOPCYBERFLOWER's solution](#)

**172.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: greedy, number theory

[TOPCYBERFLOWER's solution](#)

**173.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**174.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**175.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**176.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, math

[TOPCYBERFLOWER's solution](#)

**177.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**178.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[TOPCYBERFLOWER's solution](#)

**179.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TOPCYBERFLOWER's solution](#)

**180.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TOPCYBERFLOWER's solution](#)

**181.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**182.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**183.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**184.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math  
[TOPCYBERFLOWER's solution](#)

**185.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[TOPCYBERFLOWER's solution](#)

**186.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[TOPCYBERFLOWER's solution](#)

**187.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[TOPCYBERFLOWER's solution](#)

**188.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[TOPCYBERFLOWER's solution](#)

**189.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[TOPCYBERFLOWER's solution](#)

**190.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[TOPCYBERFLOWER's solution](#)

**191.**

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[TOPCYBERFLOWER's solution](#)

**192.**

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[TOPCYBERFLOWER's solution](#)

**193.**

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[TOPCYBERFLOWER's solution](#)

**194.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[TOPCYBERFLOWER's solution](#)

**195.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[TOPCYBERFLOWER's solution](#)

**196.**

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[TOPCYBERFLOWER's solution](#)

**197.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**198.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: binary search, math

[TOPCYBERFLOWER's solution](#)

**199.**

1294C

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

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

**200.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**201.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[TOPCYBERFLOWER's solution](#)

**202.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[TOPCYBERFLOWER's solution](#)

**203.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**204.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**205.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**206.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: greedy, math

[TOPCYBERFLOWER's solution](#)

**207.**

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**208.**

1249B2

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

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[TOPCYBERFLOWER's solution](#)

**209.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[TOPCYBERFLOWER's solution](#)

**210.**

437A

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

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**211.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[TOPCYBERFLOWER's solution](#)

**212.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**213.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**214.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: games, greedy, strings

[TOPCYBERFLOWER's solution](#)

**215.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[TOPCYBERFLOWER's solution](#)

## 216.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math  
[TOPCYBERFLOWER's solution](#)

## 217.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math  
[TOPCYBERFLOWER's solution](#)

## 218.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings  
[TOPCYBERFLOWER's solution](#)

## 219.

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings  
[TOPCYBERFLOWER's solution](#)

## 220.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: implementation, math  
[TOPCYBERFLOWER's solution](#)

## 221.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[TOPCYBERFLOWER's solution](#)

## 222.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[TOPCYBERFLOWER's solution](#)

## 223.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[TOPCYBERFLOWER's solution](#)

## 224.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[TOPCYBERFLOWER's solution](#)

## 225.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[TOPCYBERFLOWER's solution](#)

## 226.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**227.**

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TOPCYBERFLOWER's solution](#)

**228.**

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

**229.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**230.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[TOPCYBERFLOWER's solution](#)

**231.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[TOPCYBERFLOWER's solution](#)

**232.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TOPCYBERFLOWER's solution](#)

**233.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[TOPCYBERFLOWER's solution](#)

**234.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**235.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,767 global accepts · Rating: 1400 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[TOPCYBERFLOWER's solution](#)

**236.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TOPCYBERFLOWER's solution](#)

**237.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**238.**

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**239.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[TOPCYBERFLOWER's solution](#)

**240.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: binary search, math

[TOPCYBERFLOWER's solution](#)

**241.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**242.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TOPCYBERFLOWER's solution](#)

**243.**

1284B

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

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

[TOPCYBERFLOWER's solution](#)

**244.**

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**245.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[TOPCYBERFLOWER's solution](#)

**246.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**247.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**248.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**249.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[TOPCYBERFLOWER's solution](#)

**250.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**251.**

1277C

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

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[TOPCYBERFLOWER's solution](#)

**252.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[TOPCYBERFLOWER's solution](#)

**253.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[TOPCYBERFLOWER's solution](#)

**254.**

1200C

[Round Corridor](#) · [Tutorial](#)

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

[TOPCYBERFLOWER's solution](#)

**255.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: binary search, sortings

[TOPCYBERFLOWER's solution](#)

**256.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[TOPCYBERFLOWER's solution](#)

**257.**

1144D

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

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**258.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu

[TOPCYBERFLOWER's solution](#)

**259.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**260.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[TOPCYBERFLOWER's solution](#)

**261.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[TOPCYBERFLOWER's solution](#)

**262.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**263.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[TOPCYBERFLOWER's solution](#)

**264.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[TOPCYBERFLOWER's solution](#)

**265.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TOPCYBERFLOWER's solution](#)

**266.**

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[TOPCYBERFLOWER's solution](#)

**267.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[TOPCYBERFLOWER's solution](#)

**268.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[TOPCYBERFLOWER's solution](#)

**269.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[TOPCYBERFLOWER's solution](#)

**270.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[TOPCYBERFLOWER's solution](#)

**271.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**272.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[TOPCYBERFLOWER's solution](#)

**273.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[TOPCYBERFLOWER's solution](#)

**274.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[TOPCYBERFLOWER's solution](#)

**275.**

1307C

[Cow and Message](#) · [Tutorial](#)

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

[TOPCYBERFLOWER's solution](#)

**276.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[TOPCYBERFLOWER's solution](#)

**277.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**278.**

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[TOPCYBERFLOWER's solution](#)

**279.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[TOPCYBERFLOWER's solution](#)

**280.**

1300C

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

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[TOPCYBERFLOWER's solution](#)

**281.**

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[TOPCYBERFLOWER's solution](#)

**282.**

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[TOPCYBERFLOWER's solution](#)

**283.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: dp, implementation

[TOPCYBERFLOWER's solution](#)

**284.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: brute force, sortings

[TOPCYBERFLOWER's solution](#)

**285.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[TOPCYBERFLOWER's solution](#)

**286.**

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[TOPCYBERFLOWER's solution](#)

**287.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**288.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: brute force, dp

[TOPCYBERFLOWER's solution](#)

**289.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math

[TOPCYBERFLOWER's solution](#)

**290.**

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, sortings

[TOPCYBERFLOWER's solution](#)

**291.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[TOPCYBERFLOWER's solution](#)

**292.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: greedy, math

[TOPCYBERFLOWER's solution](#)

**293.**

1265C

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

Rating: 1500 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**294.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[TOPCYBERFLOWER's solution](#)

**295.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**296.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[TOPCYBERFLOWER's solution](#)

**297.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[TOPCYBERFLOWER's solution](#)

**298.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[TOPCYBERFLOWER's solution](#)

**299.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[TOPCYBERFLOWER's solution](#)

**300.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**301.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**302.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

**303.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,037 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**304.**

1159C

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

Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**305.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[TOPCYBERFLOWER's solution](#)

**306.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**307.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[TOPCYBERFLOWER's solution](#)

**308.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[TOPCYBERFLOWER's solution](#)

**309.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TOPCYBERFLOWER's solution](#)

**310.**

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[TOPCYBERFLOWER's solution](#)

**311.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[TOPCYBERFLOWER's solution](#)

**312.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[TOPCYBERFLOWER's solution](#)

**313.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**314.**

1337C

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

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[TOPCYBERFLOWER's solution](#)

**315.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**316.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[TOPCYBERFLOWER's solution](#)

**317.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[TOPCYBERFLOWER's solution](#)

**318.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[TOPCYBERFLOWER's solution](#)

**319.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[TOPCYBERFLOWER's solution](#)

**320.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[TOPCYBERFLOWER's solution](#)

**321.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[TOPCYBERFLOWER's solution](#)

**322.**

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TOPCYBERFLOWER's solution](#)

**323.**

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[TOPCYBERFLOWER's solution](#)

**324.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**325.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[TOPCYBERFLOWER's solution](#)

**326.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[TOPCYBERFLOWER's solution](#)

**327.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**328.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[TOPCYBERFLOWER's solution](#)

**329.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**330.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

[TOPCYBERFLOWER's solution](#)

**331.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**332.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[TOPCYBERFLOWER's solution](#)

**333.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**334.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[TOPCYBERFLOWER's solution](#)

**335.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: trees

[TOPCYBERFLOWER's solution](#)

**336.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**337.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[TOPCYBERFLOWER's solution](#)

**338.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**339.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: implementation

[TOPCYBERFLOWER's solution](#)

**340.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[TOPCYBERFLOWER's solution](#)

**341.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[TOPCYBERFLOWER's solution](#)

**342.**

1337D

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

Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[TOPCYBERFLOWER's solution](#)

**343.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[TOPCYBERFLOWER's solution](#)

**344.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[TOPCYBERFLOWER's solution](#)

**345.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**346.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[TOPCYBERFLOWER's solution](#)

**347.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[TOPCYBERFLOWER's solution](#)

**348.**

1230D

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

Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[TOPCYBERFLOWER's solution](#)

**349.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[TOPCYBERFLOWER's solution](#)

**350.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[TOPCYBERFLOWER's solution](#)

**351.**

1321D

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

Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[TOPCYBERFLOWER's solution](#)

**352.**

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**353.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**354.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**355.**

1248C

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

Rating: 1700 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TOPCYBERFLOWER's solution](#)

**356.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[TOPCYBERFLOWER's solution](#)

**357.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[TOPCYBERFLOWER's solution](#)

**358.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[TOPCYBERFLOWER's solution](#)

**359.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-01-26 · last AC: 2020-01-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**360.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[TOPCYBERFLOWER's solution](#)

**361.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[TOPCYBERFLOWER's solution](#)

**362.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: implementation, math

[TOPCYBERFLOWER's solution](#)

**363.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2020-01-10 · last AC: 2020-01-10 · GNU C++11 (first AC) · Tags: geometry, math

[TOPCYBERFLOWER's solution](#)

**364.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[TOPCYBERFLOWER's solution](#)

**365.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[TOPCYBERFLOWER's solution](#)

**366.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[TOPCYBERFLOWER's solution](#)

**367.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**368.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[TOPCYBERFLOWER's solution](#)

**369.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**370.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[TOPCYBERFLOWER's solution](#)

**371.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[TOPCYBERFLOWER's solution](#)

**372.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[TOPCYBERFLOWER's solution](#)

**373.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[TOPCYBERFLOWER's solution](#)

**374.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[TOPCYBERFLOWER's solution](#)

**375.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TOPCYBERFLOWER's solution](#)

**376.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force

[TOPCYBERFLOWER's solution](#)

**377.**

1130D1

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

Rating: 1700 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy

[TOPCYBERFLOWER's solution](#)

**378.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[TOPCYBERFLOWER's solution](#)

**379.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: binary search, greedy

[TOPCYBERFLOWER's solution](#)

**380.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation, math, trees

[TOPCYBERFLOWER's solution](#)

**381.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[TOPCYBERFLOWER's solution](#)

**382.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[TOPCYBERFLOWER's solution](#)

**383.**

1339D

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

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[TOPCYBERFLOWER's solution](#)

**384.**

1330C

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

Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TOPCYBERFLOWER's solution](#)

**385.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs,

greedy, math

[TOPCYBERFLOWER's solution](#)

**386.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TOPCYBERFLOWER's solution](#)

**387.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[TOPCYBERFLOWER's solution](#)

**388.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**389.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[TOPCYBERFLOWER's solution](#)

**390.**

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[TOPCYBERFLOWER's solution](#)

**391.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[TOPCYBERFLOWER's solution](#)

**392.**

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**393.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[TOPCYBERFLOWER's solution](#)

**394.**

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities, sortings

[TOPCYBERFLOWER's solution](#)

**395.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[TOPCYBERFLOWER's solution](#)

**396.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**397.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[TOPCYBERFLOWER's solution](#)

**398.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[TOPCYBERFLOWER's solution](#)

**399.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TOPCYBERFLOWER's solution](#)

**400.**

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**401.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**402.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[TOPCYBERFLOWER's solution](#)

**403.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: dp, greedy

[TOPCYBERFLOWER's solution](#)

**404.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[TOPCYBERFLOWER's solution](#)

**405.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**406.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp,

graphs, implementation, trees

[TOPCYBERFLOWER's solution](#)

**407.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[TOPCYBERFLOWER's solution](#)

**408.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**409.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**410.**

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[TOPCYBERFLOWER's solution](#)

**411.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**412.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[TOPCYBERFLOWER's solution](#)

**413.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**414.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[TOPCYBERFLOWER's solution](#)

**415.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[TOPCYBERFLOWER's solution](#)

**416.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[TOPCYBERFLOWER's solution](#)

**417.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[TOPCYBERFLOWER's solution](#)

**418.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees  
[TOPCYBERFLOWER's solution](#)

**419.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[TOPCYBERFLOWER's solution](#)

**420.**

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers  
[TOPCYBERFLOWER's solution](#)

**421.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[TOPCYBERFLOWER's solution](#)

**422.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[TOPCYBERFLOWER's solution](#)

**423.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[TOPCYBERFLOWER's solution](#)

**424.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[TOPCYBERFLOWER's solution](#)

**425.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: dp  
[TOPCYBERFLOWER's solution](#)

**426.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
[TOPCYBERFLOWER's solution](#)

**427.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[TOPCYBERFLOWER's solution](#)

**428.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[TOPCYBERFLOWER's solution](#)

**429.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: dsu, sortings

[TOPCYBERFLOWER's solution](#)

**430.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TOPCYBERFLOWER's solution](#)

**431.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, math

[TOPCYBERFLOWER's solution](#)

**432.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[TOPCYBERFLOWER's solution](#)

**433.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**434.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[TOPCYBERFLOWER's solution](#)

**435.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[TOPCYBERFLOWER's solution](#)

**436.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[TOPCYBERFLOWER's solution](#)

**437.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TOPCYBERFLOWER's solution](#)

**438.**

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**439.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[TOPCYBERFLOWER's solution](#)

**440.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[TOPCYBERFLOWER's solution](#)

**441.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[TOPCYBERFLOWER's solution](#)

**442.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[TOPCYBERFLOWER's solution](#)

**443.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2020-01-24 · last AC: 2020-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[TOPCYBERFLOWER's solution](#)

**444.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures

[TOPCYBERFLOWER's solution](#)

**445.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[TOPCYBERFLOWER's solution](#)

**446.**

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[TOPCYBERFLOWER's solution](#)

**447.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: math

[TOPCYBERFLOWER's solution](#)

**448.**

1269D

[Domino for Young](#) · [Tutorial](#)

Quality: 2000 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[TOPCYBERFLOWER's solution](#)

**449.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[TOPCYBERFLOWER's solution](#)

**450.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[TOPCYBERFLOWER's solution](#)

**451.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[TOPCYBERFLOWER's solution](#)

**452.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TOPCYBERFLOWER's solution](#)

**453.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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**454.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[TOPCYBERFLOWER's solution](#)

**455.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[TOPCYBERFLOWER's solution](#)

**456.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-02 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[TOPCYBERFLOWER's solution](#)

**457.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-03-19 · last AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

data structures, dp, math

[TOPCYBERFLOWER's solution](#)

**458.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[TOPCYBERFLOWER's solution](#)

**459.**

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[TOPCYBERFLOWER's solution](#)

**460.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-11 · last AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[TOPCYBERFLOWER's solution](#)

**461.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[TOPCYBERFLOWER's solution](#)

**462.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[TOPCYBERFLOWER's solution](#)

**463.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[TOPCYBERFLOWER's solution](#)

**464.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TOPCYBERFLOWER's solution](#)

**465.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[TOPCYBERFLOWER's solution](#)

**466.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[TOPCYBERFLOWER's solution](#)

**467.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[TOPCYBERFLOWER's solution](#)

**468.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: brute force, number theory

[TOPCYBERFLOWER's solution](#)

**469.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[TOPCYBERFLOWER's solution](#)

**470.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[TOPCYBERFLOWER's solution](#)

**471.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[TOPCYBERFLOWER's solution](#)

**472.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TOPCYBERFLOWER's solution](#)

**473.**

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TOPCYBERFLOWER's solution](#)

**474.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[TOPCYBERFLOWER's solution](#)

**475.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[TOPCYBERFLOWER's solution](#)

**476.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[TOPCYBERFLOWER's solution](#)

**477.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-01 · last AC: 2020-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[TOPCYBERFLOWER's solution](#)

**478.**

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[TOPCYBERFLOWER's solution](#)

**479.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[TOPCYBERFLOWER's solution](#)

**480.**

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[TOPCYBERFLOWER's solution](#)

**481.**

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-15 · last AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[TOPCYBERFLOWER's solution](#)

**482.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[TOPCYBERFLOWER's solution](#)

**483.**

1277F

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

Rating: 2300 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[TOPCYBERFLOWER's solution](#)

**484.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[TOPCYBERFLOWER's solution](#)

**485.**

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: number theory

[TOPCYBERFLOWER's solution](#)

**486.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[TOPCYBERFLOWER's solution](#)

**487.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[TOPCYBERFLOWER's solution](#)

**488.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[TOPCYBERFLOWER's solution](#)

**489.**

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

[TOPCYBERFLOWER's solution](#)

**490.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[TOPCYBERFLOWER's solution](#)

**491.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[TOPCYBERFLOWER's solution](#)

**492.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[TOPCYBERFLOWER's solution](#)

**493.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · last AC: 2019-05-05 · GNU C++11 (first AC) · Tags: —

[TOPCYBERFLOWER's solution](#)