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Unique solved — TadijaSebez

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

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Count: 2,979

1.

2183A

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2.

2157A

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3.

2164A

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4.

2161A

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5.

2147A

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6.

2127A

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7.

2096A

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8.

2062A

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9.

2057A

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10.

2039A

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11.

2029A

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12.

1975A

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13.

1776A

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14.

1916A

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1878A

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1878B

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17.

1870A

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1844A

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1767B

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21.

1779A

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22.

1720B

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23.

1730A

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24.

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25.

1690C

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26.

1497A

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27.

1722C

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28.

1714B

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29.

1703B

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30.

1739A

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31.

1696A

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32.

1689A

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33.

1637A

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34.

1586A

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35.

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36.

1552A

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37.

1530B

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39.

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42.

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44.

1468E

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1450A

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1437A

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48.

1433B

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49.

1433A

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50.

1436A

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51.

1428A

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52.

1408A

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53.

1392B

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54.

1392A

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55.

1374A

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56.

1370A

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57.

1368A

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58.

540A

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59.

431A

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1358A

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61.

711A

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62.

1294A

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63.

707A

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64.

492A

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65.

935A

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66.

1353A

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67.

1353B

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68.

509A

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69.

703A

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70.

427A

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71.

758A

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72.

732A

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73.

750A

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74.

155A

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75.

1154A

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76.

581A

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77.

472A

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78.

510A

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79.

1328A

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80.

268A

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81.

443A

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82.

228A

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83.

144A

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84.

148A

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85.

200B

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86.

61A

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87.

486A

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88.

344A

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89.

705A

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90.

1030A

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91.

677A

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92.

136A

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93.

271A

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94.

467A

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95.

110A

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96.

266B

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97.

617A

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98.

116A

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99.

1360B

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100.

1360A

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101.

1347A

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102.

1347C

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103.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

104.

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

105.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,136 global accepts · Rating: 800 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

106.

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

107.

1337A

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

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-17 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

108.

1335A

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

Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: math

[TadijaSebez's solution](#)

109.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[TadijaSebez's solution](#)

110.

1311A

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

Quality: 46,271 global accepts · Rating: 800 · first AC: 2020-04-08 · Mono C# (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

111.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[TadijaSebez's solution](#)

112.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

113.

1305A

[Kuron and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[TadijaSebez's solution](#)

114.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

115.

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

116.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

117.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[TadijaSebez's solution](#)

118.

266A

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

Quality: 244,564 global accepts · Rating: 800 · first AC: 2019-12-27 · PHP (first AC) · Tags: implementation

[TadijaSebez's solution](#)

119.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[TadijaSebez's solution](#)

120.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

121.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[TadijaSebez's solution](#)

122.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[TadijaSebez's solution](#)

123.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

124.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

125.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

126.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

127.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

128.

1102A

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

Quality: 26,615 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

129.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,810 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

130.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

131.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

132.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

133.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

134.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

135.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

136.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[TadijaSebez's solution](#)

137.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

138.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

139.

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

140.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[TadijaSebez's solution](#)

141.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

142.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

143.

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

144.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

145.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2017-04-03 · last AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

146.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

147.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[TadijaSebez's solution](#)

148.

977A

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

Quality: 217,496 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

149.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

150.

965A

[Paper Airplanes](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

151.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[TadijaSebez's solution](#)

152.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[TadijaSebez's solution](#)

153.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

154.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[TadijaSebez's solution](#)

155.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

156.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

157.

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

158.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[TadijaSebez's solution](#)

159.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

160.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[TadijaSebez's solution](#)

161.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

162.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

163.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

164.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[TadijaSebez's solution](#)

165.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

166.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

167.

900A

[Find Extra One](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

168.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

169.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

[TadijaSebez's solution](#)

170.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

171.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

172.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

173.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

174.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[TadijaSebez's solution](#)

175.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

176.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[TadijaSebez's solution](#)

177.

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

178.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[TadijaSebez's solution](#)

179.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

180.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[TadijaSebez's solution](#)

181.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

182.

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

183.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

184.

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

185.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[TadijaSebez's solution](#)

186.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

187.

112A

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

Quality: 287,264 global accepts · Rating: 800 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

188.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[TadijaSebez's solution](#)

189.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

190.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[TadijaSebez's solution](#)

191.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: math, probabilities

[TadijaSebez's solution](#)

192.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: games, math

[TadijaSebez's solution](#)

193.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-09 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

194.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

195.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

196.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[TadijaSebez's solution](#)

197.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,717 global accepts · Rating: 800 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[TadijaSebez's solution](#)

198.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[TadijaSebez's solution](#)

199.

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[TadijaSebez's solution](#)

200.

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

201.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

202.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

203.

1878C

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

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

204.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,763 global accepts · Rating: 900 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

205.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

206.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[TadijaSebez's solution](#)

207.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

208.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

209.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[TadijaSebez's solution](#)

210.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

211.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

212.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

213.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · Python 3 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

214.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[TadijaSebez's solution](#)

215.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

216.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,589 global accepts · Rating: 900 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: math

[TadijaSebez's solution](#)

217.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[TadijaSebez's solution](#)

218.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,044 global accepts · Rating: 900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation, number theory

[TadijaSebez's solution](#)

219.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

220.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

221.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: math

[TadijaSebez's solution](#)

222.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,008 global accepts · Rating: 900 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

223.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[TadijaSebez's solution](#)

224.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

225.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

226.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-04-25 · Kotlin 1.4 (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

227.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-04-24 · Kotlin 1.4 (first AC) · Tags: math

[TadijaSebez's solution](#)

228.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-18 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

229.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-14 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation, math

[TadijaSebez's solution](#)

230.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

231.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-09 · Ruby (first AC) · Tags: implementation

[TadijaSebez's solution](#)

232.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

233.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

234.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · PHP (first AC) · Tags: math

[TadijaSebez's solution](#)

235.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

236.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

237.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

238.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

239.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[TadijaSebez's solution](#)

240.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs

[TadijaSebez's solution](#)

241.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

242.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees

[TadijaSebez's solution](#)

243.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

244.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

245.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

246.

989A

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

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

[TadijaSebez's solution](#)

247.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[TadijaSebez's solution](#)

248.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

249.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,782 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

250.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,423 global accepts · Rating: 900 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[TadijaSebez's solution](#)

251.

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

252.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

253.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

254.

556A

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

Quality: 46,392 global accepts · Rating: 900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

255.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

256.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[TadijaSebez's solution](#)

257.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

258.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

259.

915A

[Garden](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

260.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

261.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

262.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

263.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

264.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

265.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

266.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

267.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[TadijaSebez's solution](#)

268.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

269.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

270.

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

271.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

272.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

273.

580A

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

Quality: 104,690 global accepts · Rating: 900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

274.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

275.

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

276.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

277.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

278.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[TadijaSebez's solution](#)

279.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

280.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

281.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[TadijaSebez's solution](#)

282.

2093C

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

Quality: 30,845 global accepts · Rating: 1000 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

283.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

284.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

285.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

286.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[TadijaSebez's solution](#)

287.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[TadijaSebez's solution](#)

288.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-12-31 · Rust 2021 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

289.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[TadijaSebez's solution](#)

290.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[TadijaSebez's solution](#)

291.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

292.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

293.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[TadijaSebez's solution](#)

294.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[TadijaSebez's solution](#)

295.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,073 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TadijaSebez's solution](#)

296.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[TadijaSebez's solution](#)

297.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[TadijaSebez's solution](#)

298.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: greedy, strings

[TadijaSebez's solution](#)

299.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

300.

577A

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

Quality: 45,286 global accepts · Rating: 1000 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[TadijaSebez's solution](#)

301.

584A

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

Quality: 52,609 global accepts · Rating: 1000 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: math

[TadijaSebez's solution](#)

302.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

303.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

304.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

305.

1362A

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

Quality: 34,082 global accepts · Rating: 1000 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

306.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[TadijaSebez's solution](#)

307.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[TadijaSebez's solution](#)

308.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[TadijaSebez's solution](#)

309.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2020-05-10 · Kotlin 1.4 (first AC) · Tags: greedy, shortest paths

[TadijaSebez's solution](#)

310.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

311.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · Go (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

312.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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313.

122A

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314.

69A

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Quality: 202,367 global accepts · Rating: 1000 · first AC: 2019-12-27 · last AC: 2019-12-27 · Go (first AC) · Tags: implementation, math

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315.

1165B

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316.

1237A

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317.

1195B

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318.

1195A

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319.

1155A

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320.

1151A

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321.

1117B

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Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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322.

1100A

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323.

1101A

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324.

699A

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325.

890A

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Rating: 1000 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: brute force

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326.

1073B

[Vasya and Books](#) · [Tutorial](#)

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327.

1073A

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328.

1054B

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329.

1041B

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330.

579A

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331.

753A

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Quality: 9,924 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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332.

991A

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333.

990A

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334.

981B

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Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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335.

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Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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336.

804A

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Quality: 16,509 global accepts · Rating: 1000 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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337.

507A

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338.

230A

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339.

939B

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340.

909A

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341.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

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342.

886A

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343.

890B

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344.

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345.

888B

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346.

400A

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Quality: 6,865 global accepts · Rating: 1000 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: implementation

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347.

732B

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348.

864B

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349.

864A

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Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

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350.

58A

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351.

131A

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Quality: 100,976 global accepts · Rating: 1000 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: implementation, strings

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352.

862A

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859B

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355.

118A

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356.

849A

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Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation

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357.

844A

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358.

37A

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359.

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157B

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361.

766B

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560A

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363.

500A

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364.

1A

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365.

2183B

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366.

2096B

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367.

2029B

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368.

1958A

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369.

1800C2

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Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-12-31 · Rust 2021 (first AC) · Tags: data structures, greedy

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370.

1827A

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Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

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371.

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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372.

1656B

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1760E

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1669F

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375.

1702C

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376.

1638B

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Quality: 22,546 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

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377.

1703D

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378.

1511C

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Quality: 32,810 global accepts · Rating: 1100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

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379.

1739B

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380.

1637B

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381.

1523B

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382.

1492B

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383.

1428C

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384.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1370B

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1366A

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387.

706B

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388.

82A

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389.

1360C

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390.

1365A

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391.

1327A

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392.

1342B

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393.

570A

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394.

1332A

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395.

1335C

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Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, implementation, sortings

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396.

1334B

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397.

1333B

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Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

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398.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

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399.

1288B

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Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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400.

1288A

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401.

1213B

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Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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402.

1146B

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Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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403.

1001A

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404.

1117A

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Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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405.

545B

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Quality: 12,237 global accepts · Rating: 1100 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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861A

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408.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: implementation, sortings

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409.

1030B

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410.

1070K

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412.

1042A

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Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

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413.

985A

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Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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349A

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415.

919B

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Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[TadijaSebez's solution](#)

416.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

417.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

418.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[TadijaSebez's solution](#)

419.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[TadijaSebez's solution](#)

420.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

421.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

422.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[TadijaSebez's solution](#)

423.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

424.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: *special, data structures, dp, implementation

[TadijaSebez's solution](#)

425.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[TadijaSebez's solution](#)

426.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

427.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[TadijaSebez's solution](#)

428.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

429.

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

430.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

431.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

432.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

433.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: brute force, dp

[TadijaSebez's solution](#)

434.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

435.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[TadijaSebez's solution](#)

436.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

437.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

438.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

439.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

440.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[TadijaSebez's solution](#)

441.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[TadijaSebez's solution](#)

442.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

443.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[TadijaSebez's solution](#)

444.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

445.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

446.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

447.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[TadijaSebez's solution](#)

448.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-04-02 · last AC: 2017-04-02 · MS C++ (first AC) · Tags: implementation, sortings

[TadijaSebez's solution](#)

449.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

450.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[TadijaSebez's solution](#)

451.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[TadijaSebez's solution](#)

452.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

453.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[TadijaSebez's solution](#)

454.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[TadijaSebez's solution](#)

455.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

greedy, implementation, math

[TadijaSebez's solution](#)

456.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[TadijaSebez's solution](#)

457.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[TadijaSebez's solution](#)

458.

1679B

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

Quality: 27,433 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

459.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[TadijaSebez's solution](#)

460.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[TadijaSebez's solution](#)

461.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

462.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

463.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[TadijaSebez's solution](#)

464.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[TadijaSebez's solution](#)

465.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

466.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[TadijaSebez's solution](#)

467.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[TadijaSebez's solution](#)

468.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[TadijaSebez's solution](#)

469.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

470.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar

[TadijaSebez's solution](#)

471.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[TadijaSebez's solution](#)

472.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[TadijaSebez's solution](#)

473.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

474.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

475.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

476.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, math, sortings

[TadijaSebez's solution](#)

477.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[TadijaSebez's solution](#)

478.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

479.

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

480.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

481.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy

[TadijaSebez's solution](#)

482.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: dp, greedy, two pointers

[TadijaSebez's solution](#)

483.

1339B

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

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-04-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[TadijaSebez's solution](#)

484.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · Ruby (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

485.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

486.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[TadijaSebez's solution](#)

487.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

488.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

489.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

490.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

491.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

492.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[TadijaSebez's solution](#)

493.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[TadijaSebez's solution](#)

494.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

495.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[TadijaSebez's solution](#)

496.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

497.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[TadijaSebez's solution](#)

498.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[TadijaSebez's solution](#)

499.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[TadijaSebez's solution](#)

500.

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[TadijaSebez's solution](#)

501.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

502.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

503.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2018-11-29 · last AC: 2018-11-29 · Java 8 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

504.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

505.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[TadijaSebez's solution](#)

506.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[TadijaSebez's solution](#)

507.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

508.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[TadijaSebez's solution](#)

509.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

510.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

511.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[TadijaSebez's solution](#)

512.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[TadijaSebez's solution](#)

513.

655B

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

Rating: 1200 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

514.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

515.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[TadijaSebez's solution](#)

516.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

517.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

518.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[TadijaSebez's solution](#)

519.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[TadijaSebez's solution](#)

520.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

521.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

522.

960A

[Check the string · Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

523.

961B

[Lecture Sleep · Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[TadijaSebez's solution](#)

524.

959B

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

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

[TadijaSebez's solution](#)

525.

913B

[Christmas Spruce · Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[TadijaSebez's solution](#)

526.

129B

[Students and Shoelaces · Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[TadijaSebez's solution](#)

527.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

528.

911B

[Two Cakes · Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[TadijaSebez's solution](#)

529.

902B

[Coloring a Tree · Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[TadijaSebez's solution](#)

530.

903C

[Boxes Packing · Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

531.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

532.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

533.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

534.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[TadijaSebez's solution](#)

535.

895A

[Pizza Separation](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

536.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

537.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

538.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

539.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[TadijaSebez's solution](#)

540.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[TadijaSebez's solution](#)

541.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

542.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

543.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,865 global accepts · Rating: 1200 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[TadijaSebez's solution](#)

544.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,740 global accepts · Rating: 1200 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[TadijaSebez's solution](#)

545.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

546.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

547.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, two pointers

[TadijaSebez's solution](#)

548.

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

549.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

550.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[TadijaSebez's solution](#)

551.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

552.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

553.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[TadijaSebez's solution](#)

554.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

555.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy

[TadijaSebez's solution](#)

556.

2201A1

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

557.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

558.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[TadijaSebez's solution](#)

559.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[TadijaSebez's solution](#)

560.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[TadijaSebez's solution](#)

561.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[TadijaSebez's solution](#)

562.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[TadijaSebez's solution](#)

563.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[TadijaSebez's solution](#)

564.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

565.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[TadijaSebez's solution](#)

566.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

567.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[TadijaSebez's solution](#)

568.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[TadijaSebez's solution](#)

569.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[TadijaSebez's solution](#)

570.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[TadijaSebez's solution](#)

571.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[TadijaSebez's solution](#)

572.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[TadijaSebez's solution](#)

573.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

574.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory, strings

[TadijaSebez's solution](#)

575.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

576.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

577.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[TadijaSebez's solution](#)

578.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[TadijaSebez's solution](#)

579.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[TadijaSebez's solution](#)

580.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

581.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

582.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

583.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2020-06-11 · Kotlin 1.4 (first AC) · Tags: math, two pointers

[TadijaSebez's solution](#)

584.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, math, number theory

[TadijaSebez's solution](#)

585.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2020-06-09 · Kotlin 1.4 (first AC) · Tags: brute force

[TadijaSebez's solution](#)

586.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

587.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

588.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-30 · Kotlin 1.4 (first AC) · Tags: dp, graphs, implementation, shortest paths

[TadijaSebez's solution](#)

589.

1347D

[Alice, Bob and Candies](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[TadijaSebez's solution](#)

590.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

591.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

592.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

593.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[TadijaSebez's solution](#)

594.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

595.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

596.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-01-01 · Go (first AC) · Tags: data structures, implementation, math, two pointers

[TadijaSebez's solution](#)

597.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · Go (first AC) · Tags: binary search, brute force, implementation

[TadijaSebez's solution](#)

598.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

599.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[TadijaSebez's solution](#)

600.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

601.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[TadijaSebez's solution](#)

602.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

603.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[TadijaSebez's solution](#)

604.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[TadijaSebez's solution](#)

605.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

606.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[TadijaSebez's solution](#)

607.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

608.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

609.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

610.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

611.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[TadijaSebez's solution](#)

612.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

613.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[TadijaSebez's solution](#)

614.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[TadijaSebez's solution](#)

615.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

616.

1055B

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

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

[TadijaSebez's solution](#)

617.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

618.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

619.

1063A

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

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

[TadijaSebez's solution](#)

620.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

621.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[TadijaSebez's solution](#)

622.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

623.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[TadijaSebez's solution](#)

624.

982B

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[TadijaSebez's solution](#)

625.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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626.

965B

[Battleship](#) · [Tutorial](#)

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

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627.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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628.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[TadijaSebez's solution](#)

629.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

630.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[TadijaSebez's solution](#)

631.

962B

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

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

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632.

962A

[Equator](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

633.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

634.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

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635.

957A

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

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

636.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[TadijaSebez's solution](#)

637.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

638.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[TadijaSebez's solution](#)

639.

915B

[Browser](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

640.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[TadijaSebez's solution](#)

641.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

642.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

643.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

644.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: graphs

[TadijaSebez's solution](#)

645.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[TadijaSebez's solution](#)

646.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

647.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[TadijaSebez's solution](#)

648.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[TadijaSebez's solution](#)

649.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

650.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

651.

870C

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Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[TadijaSebez's solution](#)

652.

890C

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[TadijaSebez's solution](#)

653.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[TadijaSebez's solution](#)

654.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

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655.

887B

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Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

656.

195B

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Quality: 5,512 global accepts · Rating: 1300 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[TadijaSebez's solution](#)

657.

808B

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Quality: 14,876 global accepts · Rating: 1300 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation, math

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658.

572B

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Quality: 8,212 global accepts · Rating: 1300 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[TadijaSebez's solution](#)

659.

4C

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

Quality: 108,152 global accepts · Rating: 1300 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

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660.

777B

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Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

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661.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[TadijaSebez's solution](#)

662.

189A

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Quality: 80,880 global accepts · Rating: 1300 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, dp

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663.

862B

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

Quality: 25,651 global accepts · Rating: 1300 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

664.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

665.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

666.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

667.

545D

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Quality: 29,519 global accepts · Rating: 1300 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

668.

429A

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Quality: 12,266 global accepts · Rating: 1300 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[TadijaSebez's solution](#)

669.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

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670.

227A

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Quality: 4,585 global accepts · Rating: 1300 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

671.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[TadijaSebez's solution](#)

672.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: —

[TadijaSebez's solution](#)

673.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[TadijaSebez's solution](#)

674.

2132C2

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

Quality: 13,337 global accepts · Rating: 1400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[TadijaSebez's solution](#)

675.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

676.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[TadijaSebez's solution](#)

677.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[TadijaSebez's solution](#)

678.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[TadijaSebez's solution](#)

679.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

680.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[TadijaSebez's solution](#)

681.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[TadijaSebez's solution](#)

682.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[TadijaSebez's solution](#)

683.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[TadijaSebez's solution](#)

684.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[TadijaSebez's solution](#)

685.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

686.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[TadijaSebez's solution](#)

687.

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

688.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[TadijaSebez's solution](#)

689.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[TadijaSebez's solution](#)

690.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, sortings

[TadijaSebez's solution](#)

691.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[TadijaSebez's solution](#)

692.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

693.

1506D

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

Quality: 25,536 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

694.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[TadijaSebez's solution](#)

695.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

696.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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697.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TadijaSebez's solution](#)

698.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

699.

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

700.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[TadijaSebez's solution](#)

701.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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702.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

703.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

704.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: math, sortings, two pointers

[TadijaSebez's solution](#)

705.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[TadijaSebez's solution](#)

706.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[TadijaSebez's solution](#)

707.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TadijaSebez's solution](#)

708.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,125 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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709.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[TadijaSebez's solution](#)

710.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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711.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

712.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TadijaSebez's solution](#)

713.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-22 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[TadijaSebez's solution](#)

714.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-18 · Kotlin 1.4 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

715.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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716.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

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717.

1320A

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Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

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718.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[TadijaSebez's solution](#)

719.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-01-01 · Go (first AC) · Tags: data structures, dp, implementation, math

[TadijaSebez's solution](#)

720.

1270C

[Make Good](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

721.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: data structures, implementation

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722.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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723.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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724.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

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725.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

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726.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[TadijaSebez's solution](#)

727.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

728.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

729.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

730.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

731.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

732.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

733.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

734.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

735.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

736.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

737.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[TadijaSebez's solution](#)

738.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

739.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[TadijaSebez's solution](#)

740.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: *special, brute force

[TadijaSebez's solution](#)

741.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

742.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

743.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[TadijaSebez's solution](#)

744.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[TadijaSebez's solution](#)

745.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[TadijaSebez's solution](#)

746.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

747.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[TadijaSebez's solution](#)

748.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[TadijaSebez's solution](#)

749.

962C

[Make a Square](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

750.

961C

[Chessboard](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

751.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

752.

680C

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

Rating: 1400 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[TadijaSebez's solution](#)

753.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs,

implementation

[TadijaSebez's solution](#)

754.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[TadijaSebez's solution](#)

755.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[TadijaSebez's solution](#)

756.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[TadijaSebez's solution](#)

757.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[TadijaSebez's solution](#)

758.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

759.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[TadijaSebez's solution](#)

760.

445B

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[TadijaSebez's solution](#)

761.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[TadijaSebez's solution](#)

762.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[TadijaSebez's solution](#)

763.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[TadijaSebez's solution](#)

764.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: *special, binary search, brute force, data structures, strings

[TadijaSebez's solution](#)

765.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[TadijaSebez's solution](#)

766.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[TadijaSebez's solution](#)

767.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

768.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

769.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

770.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,392 global accepts · Rating: 1400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[TadijaSebez's solution](#)

771.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

772.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[TadijaSebez's solution](#)

773.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

774.

867B

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[TadijaSebez's solution](#)

775.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2017-09-30 · last AC: 2017-09-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[TadijaSebez's solution](#)

776.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[TadijaSebez's solution](#)

777.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, greedy, math

[TadijaSebez's solution](#)

778.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[TadijaSebez's solution](#)

779.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

780.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[TadijaSebez's solution](#)

781.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[TadijaSebez's solution](#)

782.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: implementation, math, matrices

[TadijaSebez's solution](#)

783.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1400 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

784.

844C

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

Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, math

[TadijaSebez's solution](#)

785.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

786.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[TadijaSebez's solution](#)

787.

514B

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

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[TadijaSebez's solution](#)

788.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

789.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-09 · last AC: 2017-08-09 · GNU C++11 (first AC) · Tags: brute force

[TadijaSebez's solution](#)

790.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-06-03 · MS C++ (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

791.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[TadijaSebez's solution](#)

792.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[TadijaSebez's solution](#)

793.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[TadijaSebez's solution](#)

794.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[TadijaSebez's solution](#)

795.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[TadijaSebez's solution](#)

796.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

797.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[TadijaSebez's solution](#)

798.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

799.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[TadijaSebez's solution](#)

800.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[TadijaSebez's solution](#)

801.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[TadijaSebez's solution](#)

802.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[TadijaSebez's solution](#)

803.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[TadijaSebez's solution](#)

804.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[TadijaSebez's solution](#)

805.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[TadijaSebez's solution](#)

806.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[TadijaSebez's solution](#)

807.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

808.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[TadijaSebez's solution](#)

809.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[TadijaSebez's solution](#)

810.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[TadijaSebez's solution](#)

811.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[TadijaSebez's solution](#)

812.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[TadijaSebez's solution](#)

813.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[TadijaSebez's solution](#)

814.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TadijaSebez's solution](#)

815.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TadijaSebez's solution](#)

816.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[TadijaSebez's solution](#)

817.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[TadijaSebez's solution](#)

818.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

819.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[TadijaSebez's solution](#)

820.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2017-09-14 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, math, matrices

[TadijaSebez's solution](#)

821.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

822.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-26 · PyPy 3 (first AC) · Tags: binary search, combinatorics

[TadijaSebez's solution](#)

823.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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824.

1416A

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

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[TadijaSebez's solution](#)

825.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

826.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[TadijaSebez's solution](#)

827.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

828.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · Kotlin 1.4 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

829.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, math

[TadijaSebez's solution](#)

830.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, two pointers

[TadijaSebez's solution](#)

831.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-05-05 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[TadijaSebez's solution](#)

832.

1340A

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

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

[TadijaSebez's solution](#)

833.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

834.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

835.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

836.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[TadijaSebez's solution](#)

837.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[TadijaSebez's solution](#)

838.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[TadijaSebez's solution](#)

839.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

840.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[TadijaSebez's solution](#)

841.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

842.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

843.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[TadijaSebez's solution](#)

844.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

845.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[TadijaSebez's solution](#)

846.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

847.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[TadijaSebez's solution](#)

848.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[TadijaSebez's solution](#)

849.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[TadijaSebez's solution](#)

850.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

851.

1106D

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

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[TadijaSebez's solution](#)

852.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

853.

1101C

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

Quality: 12,035 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[TadijaSebez's solution](#)

854.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[TadijaSebez's solution](#)

855.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

856.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

857.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

858.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

859.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

860.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

861.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

862.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[TadijaSebez's solution](#)

863.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[TadijaSebez's solution](#)

864.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

865.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

866.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[TadijaSebez's solution](#)

867.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,859 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

trees

[TadijaSebez's solution](#)

868.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

869.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[TadijaSebez's solution](#)

870.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

871.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

872.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

873.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

874.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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875.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

876.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp

[TadijaSebez's solution](#)

877.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings

[TadijaSebez's solution](#)

878.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[TadijaSebez's solution](#)

879.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

880.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

881.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[TadijaSebez's solution](#)

882.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

883.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[TadijaSebez's solution](#)

884.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[TadijaSebez's solution](#)

885.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

886.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

887.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

888.

177D2

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

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

889.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

890.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

891.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

892.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[TadijaSebez's solution](#)

893.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

894.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TadijaSebez's solution](#)

895.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[TadijaSebez's solution](#)

896.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

897.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TadijaSebez's solution](#)

898.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[TadijaSebez's solution](#)

899.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[TadijaSebez's solution](#)

900.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[TadijaSebez's solution](#)

901.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

902.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

903.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

904.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[TadijaSebez's solution](#)

905.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

906.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

907.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[TadijaSebez's solution](#)

908.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

909.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

910.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[TadijaSebez's solution](#)

911.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[TadijaSebez's solution](#)

912.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[TadijaSebez's solution](#)

913.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[TadijaSebez's solution](#)

914.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[TadijaSebez's solution](#)

915.

611C

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

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

916.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,870 global accepts · Rating: 1500 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

917.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: brute force, dp, math

[TadijaSebez's solution](#)

918.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

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919.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

920.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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921.

864C

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922.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
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923.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
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924.

847A

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925.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation
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926.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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927.

859C

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928.

853A

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Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: greedy
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929.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, implementation
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930.

821C

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
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931.

845C

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Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
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932.

501C

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933.

696A

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Quality: 6,458 global accepts · Rating: 1500 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[TadijaSebez's solution](#)

934.

18A

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Quality: 6,959 global accepts · Rating: 1500 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

935.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

936.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2017-08-14 · last AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[TadijaSebez's solution](#)

937.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[TadijaSebez's solution](#)

938.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-09 · GNU C++11 (first AC) · Tags: brute force, implementation

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939.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: *special, implementation, sortings

[TadijaSebez's solution](#)

940.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[TadijaSebez's solution](#)

941.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[TadijaSebez's solution](#)

942.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

943.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[TadijaSebez's solution](#)

944.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

945.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,737 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

946.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

947.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[TadijaSebez's solution](#)

948.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[TadijaSebez's solution](#)

949.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

950.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

951.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[TadijaSebez's solution](#)

952.

1523C

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

[TadijaSebez's solution](#)

953.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[TadijaSebez's solution](#)

954.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[TadijaSebez's solution](#)

955.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[TadijaSebez's solution](#)

956.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

957.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[TadijaSebez's solution](#)

958.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

959.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

960.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

961.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2020-11-19 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math

[TadijaSebez's solution](#)

962.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[TadijaSebez's solution](#)

963.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, shortest paths, trees

[TadijaSebez's solution](#)

964.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-28 · Kotlin 1.4 (first AC) · Tags: binary search, math, number theory, two pointers

[TadijaSebez's solution](#)

965.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[TadijaSebez's solution](#)

966.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

967.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[TadijaSebez's solution](#)

968.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[TadijaSebez's solution](#)

969.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2020-05-30 · Kotlin 1.4 (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

970.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[TadijaSebez's solution](#)

971.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[TadijaSebez's solution](#)

972.

1347E

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

Rating: 1600 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[TadijaSebez's solution](#)

973.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[TadijaSebez's solution](#)

974.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

975.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-05-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

976.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[TadijaSebez's solution](#)

977.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

978.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-16 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[TadijaSebez's solution](#)

979.

1334C

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Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · Go (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

980.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

981.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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982.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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983.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

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984.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

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985.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

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986.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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987.

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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988.

1198A

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Quality: 10,133 global accepts · Rating: 1600 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

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989.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

990.

1234D

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

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2020-01-01 · Go (first AC) · Tags: data structures

[TadijaSebez's solution](#)

991.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[TadijaSebez's solution](#)

992.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[TadijaSebez's solution](#)

993.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[TadijaSebez's solution](#)

994.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[TadijaSebez's solution](#)

995.

1240A

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Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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996.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-04-14 · last AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

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997.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

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998.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[TadijaSebez's solution](#)

999.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[TadijaSebez's solution](#)

1000.

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[TadijaSebez's solution](#)

1001.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[TadijaSebez's solution](#)

1002.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[TadijaSebez's solution](#)

1003.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2019-02-20 · Q# (first AC) · Tags: *special

[TadijaSebez's solution](#)

1004.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1005.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[TadijaSebez's solution](#)

1006.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[TadijaSebez's solution](#)

1007.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

1008.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

1009.

1082C

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

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

[TadijaSebez's solution](#)

1010.

1082B

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

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

[TadijaSebez's solution](#)

1011.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · last AC: 2018-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

1012.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[TadijaSebez's solution](#)

1013.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: geometry, implementation

[TadijaSebez's solution](#)

1014.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[TadijaSebez's solution](#)

1015.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1016.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)**1017.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)**1018.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[TadijaSebez's solution](#)**1019.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[TadijaSebez's solution](#)**1020.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[TadijaSebez's solution](#)**1021.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)**1022.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)**1023.**

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)**1024.**

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[TadijaSebez's solution](#)**1025.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)**1026.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

1027.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[TadijaSebez's solution](#)

1028.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[TadijaSebez's solution](#)

1029.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[TadijaSebez's solution](#)

1030.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1031.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[TadijaSebez's solution](#)

1032.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[TadijaSebez's solution](#)

1033.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[TadijaSebez's solution](#)

1034.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[TadijaSebez's solution](#)

1035.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[TadijaSebez's solution](#)

1036.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[TadijaSebez's solution](#)

1037.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[TadijaSebez's solution](#)

1038.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1039.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1040.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[TadijaSebez's solution](#)

1041.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1042.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[TadijaSebez's solution](#)

1043.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[TadijaSebez's solution](#)

1044.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

1045.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

1046.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1047.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[TadijaSebez's solution](#)

1048.

956B

[Three-level Laser](#) · [Tutorial](#)

Quality: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[TadijaSebez's solution](#)

1049.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1050.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[TadijaSebez's solution](#)

1051.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[TadijaSebez's solution](#)

1052.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[TadijaSebez's solution](#)

1053.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[TadijaSebez's solution](#)

1054.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TadijaSebez's solution](#)

1055.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[TadijaSebez's solution](#)

1056.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[TadijaSebez's solution](#)

1057.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

1058.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[TadijaSebez's solution](#)

1059.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,490 global accepts · Rating: 1600 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[TadijaSebez's solution](#)

1060.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

1061.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1062.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: binary search, dp

[TadijaSebez's solution](#)

1063.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[TadijaSebez's solution](#)

1064.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: dp, greedy, math

[TadijaSebez's solution](#)

1065.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[TadijaSebez's solution](#)

1066.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[TadijaSebez's solution](#)

1067.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[TadijaSebez's solution](#)

1068.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[TadijaSebez's solution](#)

1069.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[TadijaSebez's solution](#)

1070.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[TadijaSebez's solution](#)

1071.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

1072.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[TadijaSebez's solution](#)

1073.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[TadijaSebez's solution](#)

1074.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[TadijaSebez's solution](#)

1075.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, hashing

[TadijaSebez's solution](#)

1076.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1077.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[TadijaSebez's solution](#)

1078.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,826 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

1079.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[TadijaSebez's solution](#)

1080.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

1081.

343B

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

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[TadijaSebez's solution](#)

1082.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[TadijaSebez's solution](#)

1083.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[TadijaSebez's solution](#)

1084.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[TadijaSebez's solution](#)

1085.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[TadijaSebez's solution](#)

1086.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1087.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, two pointers

[TadijaSebez's solution](#)

1088.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, strings

[TadijaSebez's solution](#)

1089.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[TadijaSebez's solution](#)

1090.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1091.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1092.

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, strings

[TadijaSebez's solution](#)

1093.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

1094.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1095.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[TadijaSebez's solution](#)

1096.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

1097.

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

1098.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[TadijaSebez's solution](#)

1099.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[TadijaSebez's solution](#)

1100.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[TadijaSebez's solution](#)

1101.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[TadijaSebez's solution](#)

1102.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

1103.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[TadijaSebez's solution](#)

1104.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, sortings

[TadijaSebez's solution](#)

1105.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[TadijaSebez's solution](#)

1106.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

1107.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

1108.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1109.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: *special, implementation, strings

[TadijaSebez's solution](#)

1110.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1111.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1112.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

1113.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[TadijaSebez's solution](#)

1114.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1115.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[TadijaSebez's solution](#)

1116.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

1117.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[TadijaSebez's solution](#)

1118.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[TadijaSebez's solution](#)

1119.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[TadijaSebez's solution](#)

1120.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[TadijaSebez's solution](#)

1121.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

1122.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[TadijaSebez's solution](#)

1123.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[TadijaSebez's solution](#)

1124.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[TadijaSebez's solution](#)

1125.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[TadijaSebez's solution](#)

1126.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[TadijaSebez's solution](#)

1127.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, dp, greedy

[TadijaSebez's solution](#)

1128.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[TadijaSebez's solution](#)

1129.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[TadijaSebez's solution](#)

1130.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

1131.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[TadijaSebez's solution](#)

1132.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[TadijaSebez's solution](#)

1133.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[TadijaSebez's solution](#)

1134.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[TadijaSebez's solution](#)

1135.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

1136.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[TadijaSebez's solution](#)

1137.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

1138.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[TadijaSebez's solution](#)

1139.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[TadijaSebez's solution](#)

1140.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[TadijaSebez's solution](#)

1141.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[TadijaSebez's solution](#)

1142.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

1143.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[TadijaSebez's solution](#)

1144.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-05-08 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, math

[TadijaSebez's solution](#)

1145.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[TadijaSebez's solution](#)

1146.

1340B

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

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

[TadijaSebez's solution](#)

1147.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[TadijaSebez's solution](#)

1148.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[TadijaSebez's solution](#)

1149.

1329B

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

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

[TadijaSebez's solution](#)

1150.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[TadijaSebez's solution](#)

1151.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[TadijaSebez's solution](#)

1152.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[TadijaSebez's solution](#)

1153.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[TadijaSebez's solution](#)

1154.

1320B

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

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

[TadijaSebez's solution](#)

1155.

1314A

[Recommendations](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

1156.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[TadijaSebez's solution](#)

1157.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[TadijaSebez's solution](#)

1158.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

1159.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

1160.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[TadijaSebez's solution](#)

1161.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[TadijaSebez's solution](#)

1162.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[TadijaSebez's solution](#)

1163.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[TadijaSebez's solution](#)

1164.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[TadijaSebez's solution](#)

1165.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu
[TadijaSebez's solution](#)

1166.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings
[TadijaSebez's solution](#)

1167.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[TadijaSebez's solution](#)

1168.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees
[TadijaSebez's solution](#)

1169.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[TadijaSebez's solution](#)

1170.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[TadijaSebez's solution](#)

1171.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[TadijaSebez's solution](#)

1172.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

math, number theory

[TadijaSebez's solution](#)

1173.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[TadijaSebez's solution](#)

1174.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[TadijaSebez's solution](#)

1175.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1176.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2018-11-29 · Java 8 (first AC) · Tags: binary search, greedy, strings

[TadijaSebez's solution](#)

1177.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[TadijaSebez's solution](#)

1178.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

1179.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

1180.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[TadijaSebez's solution](#)

1181.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[TadijaSebez's solution](#)

1182.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1183.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[TadijaSebez's solution](#)

1184.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[TadijaSebez's solution](#)

1185.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: implementation

[TadijaSebez's solution](#)

1186.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

1187.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[TadijaSebez's solution](#)

1188.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TadijaSebez's solution](#)

1189.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

1190.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[TadijaSebez's solution](#)

1191.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1192.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[TadijaSebez's solution](#)

1193.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

1194.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1195.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[TadijaSebez's solution](#)

1196.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[TadijaSebez's solution](#)

1197.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[TadijaSebez's solution](#)

1198.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[TadijaSebez's solution](#)

1199.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[TadijaSebez's solution](#)

1200.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[TadijaSebez's solution](#)

1201.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[TadijaSebez's solution](#)

1202.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[TadijaSebez's solution](#)

1203.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[TadijaSebez's solution](#)

1204.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[TadijaSebez's solution](#)

1205.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1206.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[TadijaSebez's solution](#)

1207.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

1208.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[TadijaSebez's solution](#)

1209.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

1210.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[TadijaSebez's solution](#)

1211.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

1212.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[TadijaSebez's solution](#)

1213.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[TadijaSebez's solution](#)

1214.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, greedy, sortings

[TadijaSebez's solution](#)

1215.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[TadijaSebez's solution](#)

1216.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[TadijaSebez's solution](#)

1217.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

1218.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

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1219.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[TadijaSebez's solution](#)

1220.

427C

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Quality: 16,903 global accepts · Rating: 1700 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

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1221.

900C

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Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[TadijaSebez's solution](#)

1222.

897C

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Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

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1223.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

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1224.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: dp

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1225.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

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1226.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

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1227.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1228.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, implementation

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1229.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: data structures, implementation

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1230.

229B

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Quality: 5,785 global accepts · Rating: 1700 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

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1231.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[TadijaSebez's solution](#)

1232.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

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1233.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

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1234.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

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1235.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

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1236.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, sortings

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1237.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, implementation

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1238.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

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1239.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

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1240.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

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1241.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

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1242.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

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1243.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

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1244.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

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1245.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1246.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1247.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[TadijaSebez's solution](#)

1248.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[TadijaSebez's solution](#)

1249.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: implementation

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1250.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[TadijaSebez's solution](#)

1251.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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1252.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: data structures, trees

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1253.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1254.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

1255.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, math

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1256.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1257.

784A

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Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: *special

[TadijaSebez's solution](#)

1258.

833A

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Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

1259.

100G

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Quality: 143 global accepts · Rating: 1800 · first AC: 2026-04-18 · Pike (first AC) · Tags: *special, data structures, implementation

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1260.

2185G

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Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

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1261.

2164D

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Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

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1262.

2127D

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Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1263.

2079D

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Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, sortings

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1264.

2039C2

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

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1265.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1266.

1870D

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1267.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[TadijaSebez's solution](#)

1268.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

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1269.

1637D

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

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[TadijaSebez's solution](#)

1270.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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1271.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

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1272.

1571C

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Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

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1273.

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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1274.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[TadijaSebez's solution](#)

1275.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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1276.

238B

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Quality: 1,420 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1277.

123B

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Quality: 1,307 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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1278.

1488B

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1279.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1280.

730B

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Quality: 2,780 global accepts · Rating: 1800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

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1281.

1462F

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Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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1282.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

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1283.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

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1284.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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1285.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1286.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[TadijaSebez's solution](#)

1287.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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1288.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[TadijaSebez's solution](#)

1289.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[TadijaSebez's solution](#)

1290.

132C

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Quality: 2,647 global accepts · Rating: 1800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1291.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

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1292.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[TadijaSebez's solution](#)

1293.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

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1294.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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1295.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2020-05-10 · Kotlin 1.4 (first AC) · Tags: brute force, games, implementation

[TadijaSebez's solution](#)

1296.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-05-05 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math

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1297.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, two pointers

[TadijaSebez's solution](#)

1298.

1338B

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

[TadijaSebez's solution](#)

1299.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[TadijaSebez's solution](#)

1300.

1329A

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

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

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1301.

1227D2

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

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1302.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[TadijaSebez's solution](#)

1303.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1304.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

1305.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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1306.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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1307.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: games

[TadijaSebez's solution](#)

1308.

1286B

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Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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1309.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[TadijaSebez's solution](#)

1310.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[TadijaSebez's solution](#)

1311.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[TadijaSebez's solution](#)

1312.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1313.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[TadijaSebez's solution](#)

1314.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1315.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[TadijaSebez's solution](#)

1316.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[TadijaSebez's solution](#)

1317.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

1318.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

1319.

1151C

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

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

1320.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[TadijaSebez's solution](#)

1321.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[TadijaSebez's solution](#)

1322.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[TadijaSebez's solution](#)

1323.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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1324.

442B

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

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[TadijaSebez's solution](#)

1325.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1326.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[TadijaSebez's solution](#)

1327.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

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1328.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[TadijaSebez's solution](#)

1329.

1082D

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

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

[TadijaSebez's solution](#)

1330.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[TadijaSebez's solution](#)

1331.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: geometry, number theory

[TadijaSebez's solution](#)

1332.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[TadijaSebez's solution](#)

1333.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[TadijaSebez's solution](#)

1334.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[TadijaSebez's solution](#)

1335.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[TadijaSebez's solution](#)

1336.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[TadijaSebez's solution](#)

1337.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

1338.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[TadijaSebez's solution](#)

1339.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: sortings

[TadijaSebez's solution](#)

1340.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[TadijaSebez's solution](#)

1341.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[TadijaSebez's solution](#)

1342.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[TadijaSebez's solution](#)

1343.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[TadijaSebez's solution](#)

1344.

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[TadijaSebez's solution](#)

1345.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

1346.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

1347.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1348.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1349.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1800 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[TadijaSebez's solution](#)

1350.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy,

sortings

[TadijaSebez's solution](#)

1351.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1352.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

1353.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[TadijaSebez's solution](#)

1354.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 1800 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1355.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[TadijaSebez's solution](#)

1356.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[TadijaSebez's solution](#)

1357.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1358.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation,

sortings

[TadijaSebez's solution](#)

1359.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[TadijaSebez's solution](#)

1360.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1361.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1362.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1363.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[TadijaSebez's solution](#)

1364.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1365.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

1366.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[TadijaSebez's solution](#)

1367.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[TadijaSebez's solution](#)

1368.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[TadijaSebez's solution](#)

1369.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dp, graphs

[TadijaSebez's solution](#)

1370.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

1371.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

1372.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1373.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

1374.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[TadijaSebez's solution](#)

1375.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[TadijaSebez's solution](#)

1376.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

1377.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1378.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[TadijaSebez's solution](#)

1379.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1380.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[TadijaSebez's solution](#)

1381.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

1382.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[TadijaSebez's solution](#)

1383.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2017-10-29 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, strings

[TadijaSebez's solution](#)

1384.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[TadijaSebez's solution](#)

1385.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[TadijaSebez's solution](#)

1386.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[TadijaSebez's solution](#)

1387.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[TadijaSebez's solution](#)

1388.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[TadijaSebez's solution](#)

1389.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[TadijaSebez's solution](#)

1390.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TadijaSebez's solution](#)

1391.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[TadijaSebez's solution](#)

1392.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: binary search, dp

[TadijaSebez's solution](#)

1393.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1394.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: graphs, implementation

[TadijaSebez's solution](#)

1395.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

1396.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1397.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, trees

[TadijaSebez's solution](#)

1398.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[TadijaSebez's solution](#)

1399.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

1400.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

1401.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[TadijaSebez's solution](#)

1402.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[TadijaSebez's solution](#)

1403.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[TadijaSebez's solution](#)

1404.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

1405.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[TadijaSebez's solution](#)

1406.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

1407.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

1408.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1409.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[TadijaSebez's solution](#)

1410.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[TadijaSebez's solution](#)

1411.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,486 global accepts · Rating: 1800 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1412.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1413.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[TadijaSebez's solution](#)

1414.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[TadijaSebez's solution](#)

1415.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TadijaSebez's solution](#)

1416.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[TadijaSebez's solution](#)

1417.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[TadijaSebez's solution](#)

1418.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[TadijaSebez's solution](#)

1419.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[TadijaSebez's solution](#)

1420.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[TadijaSebez's solution](#)

1421.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[TadijaSebez's solution](#)

1422.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

1423.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[TadijaSebez's solution](#)

1424.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[TadijaSebez's solution](#)

1425.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[TadijaSebez's solution](#)

1426.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[TadijaSebez's solution](#)

1427.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[TadijaSebez's solution](#)

1428.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2017-04-04 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[TadijaSebez's solution](#)

1429.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

1430.

1488D

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

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[TadijaSebez's solution](#)

1431.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[TadijaSebez's solution](#)

1432.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[TadijaSebez's solution](#)

1433.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1434.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1435.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1436.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[TadijaSebez's solution](#)

1437.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[TadijaSebez's solution](#)

1438.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[TadijaSebez's solution](#)

1439.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, strings

[TadijaSebez's solution](#)

1440.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2017-09-13 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

1441.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,775 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[TadijaSebez's solution](#)

1442.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[TadijaSebez's solution](#)

1443.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TadijaSebez's solution](#)

1444.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, matrices, probabilities

[TadijaSebez's solution](#)

1445.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[TadijaSebez's solution](#)

1446.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[TadijaSebez's solution](#)

1447.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[TadijaSebez's solution](#)

1448.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[TadijaSebez's solution](#)

1449.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[TadijaSebez's solution](#)

1450.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1451.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2020-05-10 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

1452.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

1453.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[TadijaSebez's solution](#)

1454.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[TadijaSebez's solution](#)

1455.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2020-04-06 · Go (first AC) · Tags: constructive algorithms, data structures

[TadijaSebez's solution](#)

1456.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[TadijaSebez's solution](#)

1457.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[TadijaSebez's solution](#)

1458.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[TadijaSebez's solution](#)

1459.

1277D

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

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[TadijaSebez's solution](#)

1460.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[TadijaSebez's solution](#)

1461.

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

1462.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[TadijaSebez's solution](#)

1463.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[TadijaSebez's solution](#)

1464.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[TadijaSebez's solution](#)

1465.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[TadijaSebez's solution](#)

1466.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

1467.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-08-26 · last AC: 2019-11-03 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

1468.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[TadijaSebez's solution](#)

1469.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[TadijaSebez's solution](#)

1470.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[TadijaSebez's solution](#)

1471.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[TadijaSebez's solution](#)

1472.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[TadijaSebez's solution](#)

1473.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[TadijaSebez's solution](#)

1474.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[TadijaSebez's solution](#)

1475.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[TadijaSebez's solution](#)

1476.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[TadijaSebez's solution](#)

1477.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1478.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[TadijaSebez's solution](#)

1479.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[TadijaSebez's solution](#)

1480.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

1481.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

1482.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[TadijaSebez's solution](#)

1483.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[TadijaSebez's solution](#)

1484.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

1485.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

1486.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[TadijaSebez's solution](#)

1487.

1055C

[Lucky Days](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

1488.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[TadijaSebez's solution](#)

1489.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1490.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[TadijaSebez's solution](#)

1491.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

1492.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[TadijaSebez's solution](#)

1493.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[TadijaSebez's solution](#)

1494.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

[TadijaSebez's solution](#)

1495.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[TadijaSebez's solution](#)

1496.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[TadijaSebez's solution](#)

1497.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1498.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: matrices

[TadijaSebez's solution](#)

1499.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[TadijaSebez's solution](#)

1500.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1501.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[TadijaSebez's solution](#)

1502.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[TadijaSebez's solution](#)

1503.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[TadijaSebez's solution](#)

1504.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[TadijaSebez's solution](#)

1505.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1506.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1507.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1508.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[TadijaSebez's solution](#)

1509.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[TadijaSebez's solution](#)

1510.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[TadijaSebez's solution](#)

1511.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[TadijaSebez's solution](#)

1512.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 1900 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

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1513.

67D

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Quality: 1,777 global accepts · Rating: 1900 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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1514.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

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1515.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1516.

961E

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1517.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1518.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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1519.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

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1520.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · last AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1521.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

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1522.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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1523.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

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1524.

223B

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Quality: 2,034 global accepts · Rating: 1900 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

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1525.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

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1526.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

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1527.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, dp

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1528.

819B

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Quality: 1,794 global accepts · Rating: 1900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

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1529.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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1530.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dp, dsu, trees

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1531.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: bitmasks, trees

[TadijaSebez's solution](#)

1532.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

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1533.

893D

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Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[TadijaSebez's solution](#)

1534.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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1535.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

1536.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1537.

377B

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[TadijaSebez's solution](#)

1538.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

geometry, implementation, sortings, two pointers

[TadijaSebez's solution](#)

1539.

566D

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Quality: 3,951 global accepts · Rating: 1900 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

1540.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

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1541.

292D

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Quality: 2,770 global accepts · Rating: 1900 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[TadijaSebez's solution](#)

1542.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

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1543.

534D

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Quality: 2,575 global accepts · Rating: 1900 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

1544.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1545.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[TadijaSebez's solution](#)

1546.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[TadijaSebez's solution](#)

1547.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1548.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory

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1549.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: data structures, implementation

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1550.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[TadijaSebez's solution](#)

1551.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

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1552.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[TadijaSebez's solution](#)

1553.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[TadijaSebez's solution](#)

1554.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,101 global accepts · Rating: 1900 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

1555.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

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1556.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[TadijaSebez's solution](#)

1557.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[TadijaSebez's solution](#)

1558.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[TadijaSebez's solution](#)

1559.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[TadijaSebez's solution](#)

1560.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1561.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[TadijaSebez's solution](#)

1562.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1563.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, ternary search

[TadijaSebez's solution](#)

1564.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[TadijaSebez's solution](#)

1565.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms

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1566.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

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1567.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

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1568.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[TadijaSebez's solution](#)

1569.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

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1570.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

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1571.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: binary search, data structures

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1572.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: dp, flows, greedy

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1573.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

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1574.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

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1575.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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1576.

41E

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Quality: 2,227 global accepts · Rating: 1900 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[TadijaSebez's solution](#)

1577.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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1578.

817D

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Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-08-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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1579.

835D

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Quality: 4,661 global accepts · Rating: 1900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

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1580.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[TadijaSebez's solution](#)

1581.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[TadijaSebez's solution](#)

1582.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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1583.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[TadijaSebez's solution](#)

1584.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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1585.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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1586.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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1587.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1588.

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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1589.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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1590.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1591.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1592.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dp

[TadijaSebez's solution](#)

1593.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[TadijaSebez's solution](#)

1594.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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1595.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[TadijaSebez's solution](#)

1596.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

1597.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[TadijaSebez's solution](#)

1598.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy

[TadijaSebez's solution](#)

1599.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[TadijaSebez's solution](#)

1600.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[TadijaSebez's solution](#)

1601.

1388D

[Captain Flint and Treasure · Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[TadijaSebez's solution](#)

1602.

1458B

[Glass Half Spilled · Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1603.

1456B

[XOR-gun · Tutorial](#)

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

[TadijaSebez's solution](#)

1604.

1431E

[Chess Match · Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[TadijaSebez's solution](#)

1605.

1427C

[The Hard Work of Paparazzi · Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1606.

1427D

[Unshuffling a Deck · Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[TadijaSebez's solution](#)

1607.

1408D

[Searchlights · Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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1608.

1416B

[Make Them Equal · Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1609.

1416C

[XOR Inverse · Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[TadijaSebez's solution](#)

1610.

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[TadijaSebez's solution](#)

1611.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[TadijaSebez's solution](#)

1612.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[TadijaSebez's solution](#)

1613.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory

[TadijaSebez's solution](#)

1614.

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, two pointers

[TadijaSebez's solution](#)

1615.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1616.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[TadijaSebez's solution](#)

1617.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[TadijaSebez's solution](#)

1618.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[TadijaSebez's solution](#)

1619.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[TadijaSebez's solution](#)

1620.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

1621.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[TadijaSebez's solution](#)

1622.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1623.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[TadijaSebez's solution](#)

1624.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1625.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[TadijaSebez's solution](#)

1626.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[TadijaSebez's solution](#)

1627.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

1628.

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[TadijaSebez's solution](#)

1629.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

1630.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[TadijaSebez's solution](#)

1631.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[TadijaSebez's solution](#)

1632.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[TadijaSebez's solution](#)

1633.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: games

[TadijaSebez's solution](#)

1634.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1635.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[TadijaSebez's solution](#)

1636.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[TadijaSebez's solution](#)

1637.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

1638.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[TadijaSebez's solution](#)

1639.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[TadijaSebez's solution](#)

1640.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[TadijaSebez's solution](#)

1641.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[TadijaSebez's solution](#)

1642.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[TadijaSebez's solution](#)

1643.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[TadijaSebez's solution](#)

1644.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[TadijaSebez's solution](#)

1645.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[TadijaSebez's solution](#)

1646.

844D

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

Rating: 2000 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[TadijaSebez's solution](#)

1647.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1648.

1057C

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

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: *special, dp

[TadijaSebez's solution](#)

1649.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

1650.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, interactive

[TadijaSebez's solution](#)

1651.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1652.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[TadijaSebez's solution](#)

1653.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1654.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[TadijaSebez's solution](#)

1655.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

1656.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[TadijaSebez's solution](#)

1657.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[TadijaSebez's solution](#)

1658.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[TadijaSebez's solution](#)

1659.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[TadijaSebez's solution](#)

1660.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2018-04-09 · last AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[TadijaSebez's solution](#)

1661.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2018-04-09 · last AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[TadijaSebez's solution](#)

1662.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[TadijaSebez's solution](#)

1663.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[TadijaSebez's solution](#)

1664.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[TadijaSebez's solution](#)

1665.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[TadijaSebez's solution](#)

1666.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[TadijaSebez's solution](#)

1667.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[TadijaSebez's solution](#)

1668.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[TadijaSebez's solution](#)

1669.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-30 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[TadijaSebez's solution](#)

1670.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, sortings

[TadijaSebez's solution](#)

1671.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[TadijaSebez's solution](#)

1672.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[TadijaSebez's solution](#)

1673.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[TadijaSebez's solution](#)

1674.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[TadijaSebez's solution](#)

1675.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[TadijaSebez's solution](#)

1676.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

1677.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, trees

[TadijaSebez's solution](#)

1678.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[TadijaSebez's solution](#)

1679.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[TadijaSebez's solution](#)

1680.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[TadijaSebez's solution](#)

1681.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[TadijaSebez's solution](#)

1682.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1683.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[TadijaSebez's solution](#)

1684.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[TadijaSebez's solution](#)

1685.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[TadijaSebez's solution](#)

1686.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TadijaSebez's solution](#)

1687.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[TadijaSebez's solution](#)

1688.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[TadijaSebez's solution](#)

1689.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[TadijaSebez's solution](#)

1690.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[TadijaSebez's solution](#)

1691.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[TadijaSebez's solution](#)

1692.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

1693.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[TadijaSebez's solution](#)

1694.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[TadijaSebez's solution](#)

1695.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

1696.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[TadijaSebez's solution](#)

1697.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1698.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: *special, data structures

[TadijaSebez's solution](#)

1699.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[TadijaSebez's solution](#)

1700.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[TadijaSebez's solution](#)

1701.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[TadijaSebez's solution](#)

1702.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[TadijaSebez's solution](#)

1703.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1704.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[TadijaSebez's solution](#)

1705.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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1706.

749D

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487B

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359D

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755D

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1710.

629D

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555B

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242E

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380C

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1714.

877E

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1715.

461B

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767C

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863E

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1720.

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1721.

383C

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1723.

842C

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1724.

337D

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1725.

843B

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1726.

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1727.

2183E

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1728.

2183D2

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1729.

2161D

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1730.

2127E

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1731.

2068C

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1732.

2052D

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1733.

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1734.

228D

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1735.

1975E

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1736.

1776G

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1739.

1710B

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1740.

1637E

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1741.

1530E

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1742.

1510D

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1743.

1510G

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1744.

238C

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1745.

128B

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1746.

1486D

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1747.

730C

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1748.

1418D

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1749.

1466F

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1750.

1446C

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1751.

1431G

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1752.

1431F

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Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

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1753.

132D

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1754.

132B

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1755.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: brute force, graphs, shortest paths

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1756.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: dp

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1757.

1392E

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1758.

1387B1

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1759.

1387A

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1760.

1370E

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1761.

1366E

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1762.

1365F

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1763.

1363D

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1764.

1360H

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1765.

1343E

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1766.

306B

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1767.

1333D

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1768.

1271D

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1769.

1266E

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1770.

1056E

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1771.

1252K

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1772.

1213F

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1773.

1265E

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1774.

1167E

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1775.

1202C

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1776.

1252G

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1777.

1216F

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1778.

1263E

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1779.

1204D2

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1780.

1278D

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1781.

1299C

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1782.

1322B

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1783.

1284D

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1784.

1254B2

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1785.

1250C

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1786.

1240C

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1787.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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1788.

1195E

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1789.

1159E

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Rating: 2100 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

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1790.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

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1791.

1151E

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1792.

763B

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1793.

1120C

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1794.

1117D

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1795.

1108E2

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1796.

1106E

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1797.

1108F

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1798.

1077F2

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1799.

1074C

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1800.

854E

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Rating: 2100 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: data structures

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1801.

841D

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748E

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840B

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609E

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1906H

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1894.

1815C

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1552F

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1898.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[TadijaSebez's solution](#)

1899.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[TadijaSebez's solution](#)

1900.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[TadijaSebez's solution](#)

1901.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

1902.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[TadijaSebez's solution](#)

1903.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

1904.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

1905.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[TadijaSebez's solution](#)

1906.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-11-08 · last AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[TadijaSebez's solution](#)

1907.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[TadijaSebez's solution](#)

1908.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[TadijaSebez's solution](#)

1909.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-05-06 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[TadijaSebez's solution](#)

1910.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

1911.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-04-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

1912.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[TadijaSebez's solution](#)

1913.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[TadijaSebez's solution](#)

1914.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[TadijaSebez's solution](#)

1915.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[TadijaSebez's solution](#)

1916.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1917.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[TadijaSebez's solution](#)

1918.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[TadijaSebez's solution](#)

1919.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[TadijaSebez's solution](#)

1920.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[TadijaSebez's solution](#)

1921.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[TadijaSebez's solution](#)

1922.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[TadijaSebez's solution](#)

1923.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

1924.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[TadijaSebez's solution](#)

1925.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

1926.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[TadijaSebez's solution](#)

1927.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

1928.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs,

greedy, trees

[TadijaSebez's solution](#)

1929.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-26 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[TadijaSebez's solution](#)

1930.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1931.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[TadijaSebez's solution](#)

1932.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

1933.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[TadijaSebez's solution](#)

1934.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1935.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

1936.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[TadijaSebez's solution](#)

1937.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[TadijaSebez's solution](#)

1938.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[TadijaSebez's solution](#)

1939.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[TadijaSebez's solution](#)

1940.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[TadijaSebez's solution](#)

1941.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[TadijaSebez's solution](#)

1942.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1943.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[TadijaSebez's solution](#)

1944.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

1945.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

1946.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[TadijaSebez's solution](#)

1947.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[TadijaSebez's solution](#)

1948.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[TadijaSebez's solution](#)

1949.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[TadijaSebez's solution](#)

1950.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)**1951.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[TadijaSebez's solution](#)**1952.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, interactive

[TadijaSebez's solution](#)**1953.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)**1954.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)**1955.**

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[TadijaSebez's solution](#)**1956.**

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[TadijaSebez's solution](#)**1957.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[TadijaSebez's solution](#)**1958.**

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[TadijaSebez's solution](#)**1959.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[TadijaSebez's solution](#)**1960.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[TadijaSebez's solution](#)

1961.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[TadijaSebez's solution](#)

1962.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[TadijaSebez's solution](#)

1963.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[TadijaSebez's solution](#)

1964.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[TadijaSebez's solution](#)

1965.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1966.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

1967.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[TadijaSebez's solution](#)

1968.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

1969.

962E

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

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

1970.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[TadijaSebez's solution](#)

1971.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[TadijaSebez's solution](#)**1972.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[TadijaSebez's solution](#)**1973.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)**1974.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[TadijaSebez's solution](#)**1975.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[TadijaSebez's solution](#)**1976.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[TadijaSebez's solution](#)**1977.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[TadijaSebez's solution](#)**1978.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[TadijaSebez's solution](#)**1979.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)**1980.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[TadijaSebez's solution](#)**1981.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

1982.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[TadijaSebez's solution](#)

1983.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1984.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[TadijaSebez's solution](#)

1985.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[TadijaSebez's solution](#)

1986.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[TadijaSebez's solution](#)

1987.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1988.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[TadijaSebez's solution](#)

1989.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

1990.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[TadijaSebez's solution](#)

1991.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

1992.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[TadijaSebez's solution](#)

1993.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[TadijaSebez's solution](#)

1994.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

1995.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[TadijaSebez's solution](#)

1996.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

1997.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[TadijaSebez's solution](#)

1998.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[TadijaSebez's solution](#)

1999.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2000.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[TadijaSebez's solution](#)

2001.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2002.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2003.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[TadijaSebez's solution](#)

2004.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2005.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[TadijaSebez's solution](#)

2006.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2017-10-01 · MS C++ (first AC) · Tags: binary search, flows, graphs

[TadijaSebez's solution](#)

2007.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2017-09-21 · last AC: 2017-09-23 · GNU C++11 (first AC) · Tags: flows

[TadijaSebez's solution](#)

2008.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[TadijaSebez's solution](#)

2009.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2010.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[TadijaSebez's solution](#)

2011.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[TadijaSebez's solution](#)

2012.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[TadijaSebez's solution](#)

2013.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, dp, interactive

[TadijaSebez's solution](#)

2014.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[TadijaSebez's solution](#)

2015.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[TadijaSebez's solution](#)

2016.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[TadijaSebez's solution](#)

2017.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[TadijaSebez's solution](#)

2018.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[TadijaSebez's solution](#)

2019.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

2020.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[TadijaSebez's solution](#)

2021.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[TadijaSebez's solution](#)

2022.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TadijaSebez's solution](#)

2023.

1528C

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

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

[TadijaSebez's solution](#)

2024.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[TadijaSebez's solution](#)

2025.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[TadijaSebez's solution](#)

2026.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[TadijaSebez's solution](#)

2027.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[TadijaSebez's solution](#)

2028.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[TadijaSebez's solution](#)

2029.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[TadijaSebez's solution](#)

2030.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[TadijaSebez's solution](#)

2031.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2032.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[TadijaSebez's solution](#)

2033.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[TadijaSebez's solution](#)

2034.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[TadijaSebez's solution](#)

2035.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · Kotlin 1.4 (first AC) · Tags: combinatorics, fft, math

[TadijaSebez's solution](#)

2036.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

2037.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[TadijaSebez's solution](#)

2038.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[TadijaSebez's solution](#)

2039.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[TadijaSebez's solution](#)

2040.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

2041.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[TadijaSebez's solution](#)

2042.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[TadijaSebez's solution](#)

2043.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[TadijaSebez's solution](#)

2044.

1322C

[Instant Noodles](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

2045.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2046.

1314D

[Tourism](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

2047.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[TadijaSebez's solution](#)

2048.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[TadijaSebez's solution](#)

2049.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

2050.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2017-11-05 · last AC: 2020-01-01 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[TadijaSebez's solution](#)

2051.

1270E

[Divide Points](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

2052.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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2053.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[TadijaSebez's solution](#)

2054.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

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2055.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[TadijaSebez's solution](#)

2056.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[TadijaSebez's solution](#)

2057.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[TadijaSebez's solution](#)

2058.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[TadijaSebez's solution](#)

2059.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[TadijaSebez's solution](#)

2060.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[TadijaSebez's solution](#)

2061.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2062.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[TadijaSebez's solution](#)

2063.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[TadijaSebez's solution](#)

2064.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[TadijaSebez's solution](#)

2065.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[TadijaSebez's solution](#)

2066.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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2067.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[TadijaSebez's solution](#)

2068.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

2069.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[TadijaSebez's solution](#)

2070.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[TadijaSebez's solution](#)

2071.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

2072.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[TadijaSebez's solution](#)

2073.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

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2074.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

2075.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

2076.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[TadijaSebez's solution](#)

2077.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[TadijaSebez's solution](#)

2078.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[TadijaSebez's solution](#)

2079.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[TadijaSebez's solution](#)

2080.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[TadijaSebez's solution](#)

2081.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[TadijaSebez's solution](#)

2082.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

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2083.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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2084.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[TadijaSebez's solution](#)

2085.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, strings

[TadijaSebez's solution](#)

2086.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

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2087.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

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2088.

995C

[Leaving the Bar](#) · [Tutorial](#)

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2089.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[TadijaSebez's solution](#)

2090.

772C

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Quality: 1,449 global accepts · Rating: 2300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[TadijaSebez's solution](#)

2091.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2092.

500E

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Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[TadijaSebez's solution](#)

2093.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

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2094.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[TadijaSebez's solution](#)

2095.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-16 · last AC: 2018-03-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, trees

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2096.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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2097.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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2098.

936C

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Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[TadijaSebez's solution](#)

2099.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2100.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

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2101.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing

[TadijaSebez's solution](#)

2102.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2103.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[TadijaSebez's solution](#)

2104.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

2105.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[TadijaSebez's solution](#)

2106.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[TadijaSebez's solution](#)

2107.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[TadijaSebez's solution](#)

2108.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

2109.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

2110.

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

2111.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: dp, trees

[TadijaSebez's solution](#)

2112.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2113.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[TadijaSebez's solution](#)

2114.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[TadijaSebez's solution](#)

2115.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[TadijaSebez's solution](#)

2116.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: data structures, probabilities

[TadijaSebez's solution](#)

2117.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2118.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[TadijaSebez's solution](#)

2119.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2017-11-11 · last AC: 2017-11-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[TadijaSebez's solution](#)

2120.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[TadijaSebez's solution](#)

2121.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

2122.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[TadijaSebez's solution](#)

2123.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: geometry, sortings

[TadijaSebez's solution](#)

2124.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: flows

[TadijaSebez's solution](#)

2125.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[TadijaSebez's solution](#)

2126.

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: dp, hashing, strings, trees

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2127.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[TadijaSebez's solution](#)

2128.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[TadijaSebez's solution](#)

2129.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[TadijaSebez's solution](#)

2130.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

2131.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-03 · MS C++ (first AC) · Tags: games, trees

[TadijaSebez's solution](#)

2132.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[TadijaSebez's solution](#)

2133.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[TadijaSebez's solution](#)

2134.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[TadijaSebez's solution](#)

2135.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2136.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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2137.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[TadijaSebez's solution](#)

2138.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

2139.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

2140.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[TadijaSebez's solution](#)

2141.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[TadijaSebez's solution](#)

2142.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[TadijaSebez's solution](#)

2143.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[TadijaSebez's solution](#)

2144.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[TadijaSebez's solution](#)

2145.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[TadijaSebez's solution](#)

2146.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[TadijaSebez's solution](#)

2147.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

2148.

1450F

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

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

[TadijaSebez's solution](#)

2149.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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2150.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[TadijaSebez's solution](#)

2151.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · PyPy 3 (first AC) · Tags: binary search, data structures, two pointers

[TadijaSebez's solution](#)

2152.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[TadijaSebez's solution](#)

2153.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[TadijaSebez's solution](#)

2154.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[TadijaSebez's solution](#)

2155.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[TadijaSebez's solution](#)

2156.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[TadijaSebez's solution](#)

2157.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[TadijaSebez's solution](#)

2158.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[TadijaSebez's solution](#)

2159.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, math

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2160.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[TadijaSebez's solution](#)

2161.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[TadijaSebez's solution](#)

2162.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[TadijaSebez's solution](#)

2163.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2164.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[TadijaSebez's solution](#)

2165.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[TadijaSebez's solution](#)

2166.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[TadijaSebez's solution](#)

2167.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[TadijaSebez's solution](#)

2168.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[TadijaSebez's solution](#)

2169.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[TadijaSebez's solution](#)

2170.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[TadijaSebez's solution](#)

2171.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[TadijaSebez's solution](#)

2172.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[TadijaSebez's solution](#)

2173.

1329C

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

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

[TadijaSebez's solution](#)

2174.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2175.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

2176.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[TadijaSebez's solution](#)

2177.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

2178.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

2179.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[TadijaSebez's solution](#)

2180.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[TadijaSebez's solution](#)

2181.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[TadijaSebez's solution](#)

2182.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[TadijaSebez's solution](#)

2183.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[TadijaSebez's solution](#)

2184.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[TadijaSebez's solution](#)

2185.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[TadijaSebez's solution](#)

2186.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[TadijaSebez's solution](#)

2187.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[TadijaSebez's solution](#)

2188.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[TadijaSebez's solution](#)

2189.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-04-10 · last AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[TadijaSebez's solution](#)

2190.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[TadijaSebez's solution](#)

2191.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

2192.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[TadijaSebez's solution](#)

2193.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[TadijaSebez's solution](#)

2194.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[TadijaSebez's solution](#)

2195.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[TadijaSebez's solution](#)

2196.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[TadijaSebez's solution](#)

2197.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[TadijaSebez's solution](#)

2198.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[TadijaSebez's solution](#)

2199.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

2200.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[TadijaSebez's solution](#)

2201.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2202.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2203.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

2204.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-29 · Java 8 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2205.

1055D

[Refactoring](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

2206.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-

the-middle, number theory, two pointers

[TadijaSebez's solution](#)

2207.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[TadijaSebez's solution](#)

2208.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[TadijaSebez's solution](#)

2209.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2210.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[TadijaSebez's solution](#)

2211.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[TadijaSebez's solution](#)

2212.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[TadijaSebez's solution](#)

2213.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2214.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

2215.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-08-26 · last AC: 2018-08-26 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[TadijaSebez's solution](#)

2216.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[TadijaSebez's solution](#)

2217.

1017E

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

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[TadijaSebez's solution](#)

2218.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-08-21 · last AC: 2018-08-21 · GNU C++11 (first AC) · Tags: dp

[TadijaSebez's solution](#)

2219.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, probabilities

[TadijaSebez's solution](#)

2220.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[TadijaSebez's solution](#)

2221.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2222.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: binary search, geometry

[TadijaSebez's solution](#)

2223.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings

[TadijaSebez's solution](#)

2224.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: sortings

[TadijaSebez's solution](#)

2225.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[TadijaSebez's solution](#)

2226.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2227.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[TadijaSebez's solution](#)

2228.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[TadijaSebez's solution](#)

2229.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[TadijaSebez's solution](#)

2230.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[TadijaSebez's solution](#)

2231.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[TadijaSebez's solution](#)

2232.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2233.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[TadijaSebez's solution](#)

2234.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[TadijaSebez's solution](#)

2235.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

2236.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2237.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[TadijaSebez's solution](#)

2238.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[TadijaSebez's solution](#)

2239.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

2240.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[TadijaSebez's solution](#)

2241.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2242.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2243.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

2244.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[TadijaSebez's solution](#)

2245.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[TadijaSebez's solution](#)

2246.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2247.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[TadijaSebez's solution](#)

2248.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

2249.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

2250.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2251.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[TadijaSebez's solution](#)

2252.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · last AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[TadijaSebez's solution](#)

2253.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2254.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[TadijaSebez's solution](#)

2255.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[TadijaSebez's solution](#)

2256.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[TadijaSebez's solution](#)

2257.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[TadijaSebez's solution](#)

2258.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2259.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2260.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[TadijaSebez's solution](#)

2261.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: data structures, two pointers

[TadijaSebez's solution](#)

2262.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

2263.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

2264.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2017-10-10 · last AC: 2017-10-10 · GNU C++11 (first AC) · Tags: data structures, hashing

[TadijaSebez's solution](#)

2265.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2266.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2267.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dp, trees

[TadijaSebez's solution](#)

2268.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[TadijaSebez's solution](#)

2269.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2270.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-08-16 · last AC: 2017-08-16 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[TadijaSebez's solution](#)

2271.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[TadijaSebez's solution](#)

2272.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[TadijaSebez's solution](#)

2273.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[TadijaSebez's solution](#)

2274.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[TadijaSebez's solution](#)

2275.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[TadijaSebez's solution](#)

2276.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[TadijaSebez's solution](#)

2277.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[TadijaSebez's solution](#)

2278.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[TadijaSebez's solution](#)

2279.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[TadijaSebez's solution](#)

2280.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[TadijaSebez's solution](#)

2281.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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2282.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

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2283.

1824C

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Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

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2284.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

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2285.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[TadijaSebez's solution](#)

2286.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[TadijaSebez's solution](#)

2287.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[TadijaSebez's solution](#)

2288.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

2289.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

2290.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[TadijaSebez's solution](#)

2291.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[TadijaSebez's solution](#)

2292.

1528D

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

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

[TadijaSebez's solution](#)

2293.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[TadijaSebez's solution](#)

2294.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[TadijaSebez's solution](#)

2295.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[TadijaSebez's solution](#)

2296.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[TadijaSebez's solution](#)

2297.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[TadijaSebez's solution](#)

2298.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

2299.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[TadijaSebez's solution](#)

2300.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)**2301.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[TadijaSebez's solution](#)**2302.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[TadijaSebez's solution](#)**2303.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[TadijaSebez's solution](#)**2304.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)**2305.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)**2306.**

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)**2307.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[TadijaSebez's solution](#)**2308.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[TadijaSebez's solution](#)**2309.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-04-22 · Kotlin 1.4 (first AC) · Tags: math, number theory, probabilities

[TadijaSebez's solution](#)

2310.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[TadijaSebez's solution](#)

2311.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

2312.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[TadijaSebez's solution](#)

2313.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[TadijaSebez's solution](#)

2314.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[TadijaSebez's solution](#)

2315.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[TadijaSebez's solution](#)

2316.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[TadijaSebez's solution](#)

2317.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[TadijaSebez's solution](#)

2318.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[TadijaSebez's solution](#)

2319.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[TadijaSebez's solution](#)

2320.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[TadijaSebez's solution](#)

2321.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2018-02-04 · last AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[TadijaSebez's solution](#)

2322.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[TadijaSebez's solution](#)

2323.

1239B

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

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[TadijaSebez's solution](#)

2324.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-07-29 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[TadijaSebez's solution](#)

2325.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[TadijaSebez's solution](#)

2326.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[TadijaSebez's solution](#)

2327.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[TadijaSebez's solution](#)

2328.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[TadijaSebez's solution](#)

2329.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[TadijaSebez's solution](#)

2330.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[TadijaSebez's solution](#)

2331.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[TadijaSebez's solution](#)

2332.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[TadijaSebez's solution](#)

2333.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2334.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[TadijaSebez's solution](#)

2335.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[TadijaSebez's solution](#)

2336.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[TadijaSebez's solution](#)

2337.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2338.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2339.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2340.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2341.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[TadijaSebez's solution](#)

2342.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

2343.

1055E

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

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

[TadijaSebez's solution](#)

2344.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[TadijaSebez's solution](#)

2345.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2346.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2347.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[TadijaSebez's solution](#)

2348.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[TadijaSebez's solution](#)

2349.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

2350.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[TadijaSebez's solution](#)

2351.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2352.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[TadijaSebez's solution](#)

2353.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

2354.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[TadijaSebez's solution](#)

2355.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2356.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[TadijaSebez's solution](#)

2357.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[TadijaSebez's solution](#)

2358.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2359.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[TadijaSebez's solution](#)

2360.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[TadijaSebez's solution](#)

2361.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[TadijaSebez's solution](#)

2362.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

2363.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2364.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

2365.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2366.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[TadijaSebez's solution](#)

2367.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[TadijaSebez's solution](#)

2368.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[TadijaSebez's solution](#)

2369.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[TadijaSebez's solution](#)

2370.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[TadijaSebez's solution](#)

2371.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2372.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[TadijaSebez's solution](#)

2373.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[TadijaSebez's solution](#)

2374.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[TadijaSebez's solution](#)

2375.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

2376.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2377.

551E

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

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[TadijaSebez's solution](#)

2378.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[TadijaSebez's solution](#)

2379.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2380.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[TadijaSebez's solution](#)

2381.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[TadijaSebez's solution](#)

2382.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: trees

[TadijaSebez's solution](#)

2383.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2384.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[TadijaSebez's solution](#)

2385.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[TadijaSebez's solution](#)

2386.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-11 · last AC: 2017-08-11 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2387.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[TadijaSebez's solution](#)

2388.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[TadijaSebez's solution](#)

2389.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[TadijaSebez's solution](#)

2390.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[TadijaSebez's solution](#)

2391.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[TadijaSebez's solution](#)

2392.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TadijaSebez's solution](#)

2393.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[TadijaSebez's solution](#)

2394.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[TadijaSebez's solution](#)

2395.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[TadijaSebez's solution](#)

2396.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[TadijaSebez's solution](#)

2397.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[TadijaSebez's solution](#)

2398.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[TadijaSebez's solution](#)

2399.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2400.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[TadijaSebez's solution](#)

2401.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[TadijaSebez's solution](#)

2402.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[TadijaSebez's solution](#)

2403.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[TadijaSebez's solution](#)

2404.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[TadijaSebez's solution](#)

2405.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[TadijaSebez's solution](#)

2406.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2407.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[TadijaSebez's solution](#)

2408.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[TadijaSebez's solution](#)

2409.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, two pointers

[TadijaSebez's solution](#)

2410.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[TadijaSebez's solution](#)

2411.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[TadijaSebez's solution](#)

2412.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[TadijaSebez's solution](#)

2413.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[TadijaSebez's solution](#)

2414.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[TadijaSebez's solution](#)

2415.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[TadijaSebez's solution](#)

2416.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[TadijaSebez's solution](#)

2417.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[TadijaSebez's solution](#)

2418.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[TadijaSebez's solution](#)

2419.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-05-30 · Kotlin 1.4 (first AC) · Tags: greedy

[TadijaSebez's solution](#)

2420.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[TadijaSebez's solution](#)

2421.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2020-05-11 · last AC: 2020-05-11 · Kotlin 1.4 (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

2422.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[TadijaSebez's solution](#)

2423.

1340D

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

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2424.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[TadijaSebez's solution](#)

2425.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[TadijaSebez's solution](#)

2426.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[TadijaSebez's solution](#)

2427.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[TadijaSebez's solution](#)

2428.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[TadijaSebez's solution](#)

2429.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[TadijaSebez's solution](#)

2430.

1326F1

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

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

[TadijaSebez's solution](#)

2431.

1270F

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

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

[TadijaSebez's solution](#)

2432.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[TadijaSebez's solution](#)

2433.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[TadijaSebez's solution](#)

2434.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[TadijaSebez's solution](#)

2435.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[TadijaSebez's solution](#)

2436.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[TadijaSebez's solution](#)

2437.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2438.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2439.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[TadijaSebez's solution](#)

2440.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

2441.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[TadijaSebez's solution](#)

2442.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

2443.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[TadijaSebez's solution](#)

2444.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[TadijaSebez's solution](#)

2445.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[TadijaSebez's solution](#)

2446.

849E

[Goodbye Souvenir](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2447.

844E

[Upgrading Tree](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: —

[TadijaSebez's solution](#)

2448.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[TadijaSebez's solution](#)

2449.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

2450.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[TadijaSebez's solution](#)

2451.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: math, matrices

[TadijaSebez's solution](#)

2452.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2453.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[TadijaSebez's solution](#)

2454.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures, math

[TadijaSebez's solution](#)

2455.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2456.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[TadijaSebez's solution](#)

2457.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer

[TadijaSebez's solution](#)

2458.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2459.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-04-18 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[TadijaSebez's solution](#)

2460.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[TadijaSebez's solution](#)

2461.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

2462.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[TadijaSebez's solution](#)

2463.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-09-23 · last AC: 2018-03-18 · GNU C++11 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2464.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[TadijaSebez's solution](#)

2465.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[TadijaSebez's solution](#)

2466.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[TadijaSebez's solution](#)

2467.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[TadijaSebez's solution](#)

2468.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2017-12-04 · last AC: 2017-12-05 · GNU C++11 (first AC) · Tags: data structures, probabilities

[TadijaSebez's solution](#)

2469.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2470.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-25 · last AC: 2017-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[TadijaSebez's solution](#)

2471.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: dp, flows

[TadijaSebez's solution](#)

2472.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[TadijaSebez's solution](#)

2473.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[TadijaSebez's solution](#)

2474.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[TadijaSebez's solution](#)

2475.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[TadijaSebez's solution](#)

2476.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[TadijaSebez's solution](#)

2477.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[TadijaSebez's solution](#)

2478.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[TadijaSebez's solution](#)

2479.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

2480.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[TadijaSebez's solution](#)

2481.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[TadijaSebez's solution](#)

2482.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

2483.

1346H

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

Quality: 61 global accepts · Rating: 2700 · first AC: 2021-01-05 · Kotlin 1.4 (first AC) · Tags: *special, data structures, games

[TadijaSebez's solution](#)

2484.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[TadijaSebez's solution](#)

2485.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: brute force, dp, implementation

[TadijaSebez's solution](#)

2486.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2487.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

2488.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[TadijaSebez's solution](#)

2489.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

2490.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[TadijaSebez's solution](#)

2491.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[TadijaSebez's solution](#)

2492.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[TadijaSebez's solution](#)

2493.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[TadijaSebez's solution](#)

2494.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2495.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

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

[TadijaSebez's solution](#)

2496.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[TadijaSebez's solution](#)

2497.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[TadijaSebez's solution](#)

2498.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[TadijaSebez's solution](#)

2499.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[TadijaSebez's solution](#)

2500.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[TadijaSebez's solution](#)

2501.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2502.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2503.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, matrices

[TadijaSebez's solution](#)

2504.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[TadijaSebez's solution](#)

2505.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[TadijaSebez's solution](#)

2506.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[TadijaSebez's solution](#)

2507.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[TadijaSebez's solution](#)

2508.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[TadijaSebez's solution](#)

2509.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TadijaSebez's solution](#)

2510.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[TadijaSebez's solution](#)

2511.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[TadijaSebez's solution](#)

2512.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[TadijaSebez's solution](#)

2513.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2514.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[TadijaSebez's solution](#)

2515.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2516.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: bitmasks

[TadijaSebez's solution](#)

2517.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[TadijaSebez's solution](#)

2518.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2519.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2520.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

2521.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2522.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2523.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[TadijaSebez's solution](#)

2524.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[TadijaSebez's solution](#)

2525.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[TadijaSebez's solution](#)

2526.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

2527.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[TadijaSebez's solution](#)

2528.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-02-18 · last AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[TadijaSebez's solution](#)

2529.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[TadijaSebez's solution](#)

2530.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[TadijaSebez's solution](#)

2531.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2532.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[TadijaSebez's solution](#)

2533.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2534.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

2535.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[TadijaSebez's solution](#)

2536.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, graphs

[TadijaSebez's solution](#)

2537.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-10-05 · last AC: 2017-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2538.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

2539.

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[TadijaSebez's solution](#)

2540.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy, math

[TadijaSebez's solution](#)

2541.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[TadijaSebez's solution](#)

2542.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[TadijaSebez's solution](#)

2543.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[TadijaSebez's solution](#)

2544.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[TadijaSebez's solution](#)

2545.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[TadijaSebez's solution](#)

2546.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[TadijaSebez's solution](#)

2547.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[TadijaSebez's solution](#)

2548.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[TadijaSebez's solution](#)

2549.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[TadijaSebez's solution](#)

2550.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[TadijaSebez's solution](#)

2551.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

2552.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[TadijaSebez's solution](#)

2553.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[TadijaSebez's solution](#)

2554.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[TadijaSebez's solution](#)

2555.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[TadijaSebez's solution](#)

2556.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[TadijaSebez's solution](#)

2557.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[TadijaSebez's solution](#)

2558.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[TadijaSebez's solution](#)

2559.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[TadijaSebez's solution](#)

2560.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[TadijaSebez's solution](#)

2561.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[TadijaSebez's solution](#)

2562.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[TadijaSebez's solution](#)

2563.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[TadijaSebez's solution](#)

2564.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, geometry, trees

[TadijaSebez's solution](#)

2565.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[TadijaSebez's solution](#)

2566.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[TadijaSebez's solution](#)

2567.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 2800 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[TadijaSebez's solution](#)

2568.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[TadijaSebez's solution](#)

2569.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2570.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-16 · Kotlin 1.4 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2571.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[TadijaSebez's solution](#)

2572.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2573.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[TadijaSebez's solution](#)

2574.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[TadijaSebez's solution](#)

2575.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[TadijaSebez's solution](#)

2576.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[TadijaSebez's solution](#)

2577.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs,

implementation

[TadijaSebez's solution](#)

2578.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[TadijaSebez's solution](#)

2579.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[TadijaSebez's solution](#)

2580.

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[TadijaSebez's solution](#)

2581.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[TadijaSebez's solution](#)

2582.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2583.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[TadijaSebez's solution](#)

2584.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, number theory

[TadijaSebez's solution](#)

2585.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2018-10-03 · last AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[TadijaSebez's solution](#)

2586.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2587.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[TadijaSebez's solution](#)

2588.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[TadijaSebez's solution](#)

2589.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[TadijaSebez's solution](#)

2590.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[TadijaSebez's solution](#)

2591.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[TadijaSebez's solution](#)

2592.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2593.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2594.

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[TadijaSebez's solution](#)

2595.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[TadijaSebez's solution](#)

2596.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[TadijaSebez's solution](#)

2597.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[TadijaSebez's solution](#)

2598.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[TadijaSebez's solution](#)

2599.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[TadijaSebez's solution](#)

2600.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[TadijaSebez's solution](#)

2601.

1528E

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

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

[TadijaSebez's solution](#)

2602.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[TadijaSebez's solution](#)

2603.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[TadijaSebez's solution](#)

2604.

1450H1

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

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

[TadijaSebez's solution](#)

2605.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, strings

[TadijaSebez's solution](#)

2606.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[TadijaSebez's solution](#)

2607.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

2608.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[TadijaSebez's solution](#)

2609.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[TadijaSebez's solution](#)**2610.**

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[TadijaSebez's solution](#)**2611.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees

[TadijaSebez's solution](#)**2612.**

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp

[TadijaSebez's solution](#)**2613.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, string suffix structures

[TadijaSebez's solution](#)**2614.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)**2615.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[TadijaSebez's solution](#)**2616.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)**2617.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)**2618.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)**2619.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[TadijaSebez's solution](#)

2620.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[TadijaSebez's solution](#)

2621.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[TadijaSebez's solution](#)

2622.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[TadijaSebez's solution](#)

2623.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2019-01-07 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[TadijaSebez's solution](#)

2624.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[TadijaSebez's solution](#)

2625.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[TadijaSebez's solution](#)

2626.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[TadijaSebez's solution](#)

2627.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[TadijaSebez's solution](#)

2628.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: brute force

[TadijaSebez's solution](#)

2629.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-11 · last AC: 2018-11-11 · GNU C++11 (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2630.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: strings, trees

[TadijaSebez's solution](#)

2631.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: games, greedy

[TadijaSebez's solution](#)

2632.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[TadijaSebez's solution](#)

2633.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: math

[TadijaSebez's solution](#)

2634.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

2635.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-04-20 · last AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[TadijaSebez's solution](#)

2636.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[TadijaSebez's solution](#)

2637.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[TadijaSebez's solution](#)

2638.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2639.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[TadijaSebez's solution](#)

2640.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: bitmasks

[TadijaSebez's solution](#)

2641.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[TadijaSebez's solution](#)

2642.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2643.

1776M

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

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[TadijaSebez's solution](#)

2644.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[TadijaSebez's solution](#)

2645.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[TadijaSebez's solution](#)

2646.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[TadijaSebez's solution](#)

2647.

1779G

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

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[TadijaSebez's solution](#)

2648.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[TadijaSebez's solution](#)

2649.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[TadijaSebez's solution](#)

2650.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[TadijaSebez's solution](#)

2651.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[TadijaSebez's solution](#)

2652.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2653.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2654.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[TadijaSebez's solution](#)

2655.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[TadijaSebez's solution](#)

2656.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[TadijaSebez's solution](#)

2657.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TadijaSebez's solution](#)

2658.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[TadijaSebez's solution](#)

2659.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2660.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[TadijaSebez's solution](#)

2661.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

shortest paths, trees

[TadijaSebez's solution](#)

2662.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[TadijaSebez's solution](#)

2663.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[TadijaSebez's solution](#)

2664.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[TadijaSebez's solution](#)

2665.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[TadijaSebez's solution](#)

2666.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[TadijaSebez's solution](#)

2667.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2668.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[TadijaSebez's solution](#)

2669.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TadijaSebez's solution](#)

2670.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dp, interactive

[TadijaSebez's solution](#)

2671.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2672.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[TadijaSebez's solution](#)

2673.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[TadijaSebez's solution](#)

2674.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2018-02-07 · last AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[TadijaSebez's solution](#)

2675.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[TadijaSebez's solution](#)

2676.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[TadijaSebez's solution](#)

2677.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[TadijaSebez's solution](#)

2678.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[TadijaSebez's solution](#)

2679.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[TadijaSebez's solution](#)

2680.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[TadijaSebez's solution](#)

2681.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2682.

1488I

[Demoniac Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, flows

[TadijaSebez's solution](#)

2683.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[TadijaSebez's solution](#)

2684.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[TadijaSebez's solution](#)

2685.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2686.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2687.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[TadijaSebez's solution](#)

2688.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

2689.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2690.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[TadijaSebez's solution](#)

2691.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[TadijaSebez's solution](#)

2692.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[TadijaSebez's solution](#)

2693.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[TadijaSebez's solution](#)

2694.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[TadijaSebez's solution](#)

2695.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[TadijaSebez's solution](#)

2696.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[TadijaSebez's solution](#)

2697.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[TadijaSebez's solution](#)

2698.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[TadijaSebez's solution](#)

2699.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2700.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[TadijaSebez's solution](#)

2701.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2702.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[TadijaSebez's solution](#)

2703.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[TadijaSebez's solution](#)

2704.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2705.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2706.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[TadijaSebez's solution](#)

2707.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[TadijaSebez's solution](#)

2708.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, probabilities, trees

[TadijaSebez's solution](#)

2709.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[TadijaSebez's solution](#)

2710.

1599D

[Bubble Popping](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2711.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, matrices

[TadijaSebez's solution](#)

2712.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[TadijaSebez's solution](#)

2713.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2714.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[TadijaSebez's solution](#)

2715.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[TadijaSebez's solution](#)

2716.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[TadijaSebez's solution](#)

2717.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[TadijaSebez's solution](#)

2718.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[TadijaSebez's solution](#)

2719.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2720.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[TadijaSebez's solution](#)

2721.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[TadijaSebez's solution](#)

2722.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[TadijaSebez's solution](#)

2723.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

2724.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-02-07 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2725.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-01-10 · last AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[TadijaSebez's solution](#)

2726.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[TadijaSebez's solution](#)

2727.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2728.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-08-03 · last AC: 2018-08-03 · GNU C++11 (first AC) · Tags: 2-sat, data structures, trees

[TadijaSebez's solution](#)

2729.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[TadijaSebez's solution](#)

2730.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[TadijaSebez's solution](#)

2731.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: trees

[TadijaSebez's solution](#)

2732.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[TadijaSebez's solution](#)

2733.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[TadijaSebez's solution](#)

2734.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2735.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[TadijaSebez's solution](#)

2736.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[TadijaSebez's solution](#)

2737.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings, trees

[TadijaSebez's solution](#)

2738.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive

[TadijaSebez's solution](#)

2739.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2740.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[TadijaSebez's solution](#)

2741.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy

[TadijaSebez's solution](#)

2742.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: flows, graphs

[TadijaSebez's solution](#)

2743.

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2744.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-27 · last AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[TadijaSebez's solution](#)

2745.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2746.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[TadijaSebez's solution](#)

2747.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2748.

1254E

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

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[TadijaSebez's solution](#)

2749.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

2750.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[TadijaSebez's solution](#)

2751.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[TadijaSebez's solution](#)

2752.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[TadijaSebez's solution](#)

2753.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, probabilities

[TadijaSebez's solution](#)

2754.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2755.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[TadijaSebez's solution](#)

2756.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[TadijaSebez's solution](#)

2757.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, interactive

[TadijaSebez's solution](#)

2758.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[TadijaSebez's solution](#)

2759.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[TadijaSebez's solution](#)

2760.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2017-11-11 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees

[TadijaSebez's solution](#)

2761.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[TadijaSebez's solution](#)

2762.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[TadijaSebez's solution](#)

2763.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[TadijaSebez's solution](#)

2764.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2765.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[TadijaSebez's solution](#)

2766.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2017-08-11 · last AC: 2017-08-11 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[TadijaSebez's solution](#)

2767.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[TadijaSebez's solution](#)

2768.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[TadijaSebez's solution](#)

2769.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[TadijaSebez's solution](#)

2770.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[TadijaSebez's solution](#)

2771.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2772.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[TadijaSebez's solution](#)

2773.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[TadijaSebez's solution](#)

2774.

1081H

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

Quality: 131 global accepts · Rating: 3500 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[TadijaSebez's solution](#)

2775.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2776.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[TadijaSebez's solution](#)

2777.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[TadijaSebez's solution](#)

2778.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[TadijaSebez's solution](#)

2779.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TadijaSebez's solution](#)

2780.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[TadijaSebez's solution](#)

2781.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[TadijaSebez's solution](#)

2782.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TadijaSebez's solution](#)

2783.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[TadijaSebez's solution](#)

2784.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[TadijaSebez's solution](#)

2785.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[TadijaSebez's solution](#)

2786.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TadijaSebez's solution](#)

2787.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[TadijaSebez's solution](#)

2788.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[TadijaSebez's solution](#)

2789.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2790.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2791.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2792.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2793.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2794.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2795.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2796.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2797.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2798.

105562A

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

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2799.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2800.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2801.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2802.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2803.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2804.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2805.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2806.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2807.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2808.

102155I

[\$\\$ \leq \\$\$ or \$\\$ \geq \\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2809.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2810.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2811.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2812.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2813.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2814.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2815.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2816.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[TadijaSebez's solution](#)

2817.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[TadijaSebez's solution](#)

2818.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[TadijaSebez's solution](#)

2819.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[TadijaSebez's solution](#)

2820.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[TadijaSebez's solution](#)

2821.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[TadijaSebez's solution](#)

2822.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[TadijaSebez's solution](#)

2823.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[TadijaSebez's solution](#)

2824.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TadijaSebez's solution](#)

2825.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TadijaSebez's solution](#)

2826.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[TadijaSebez's solution](#)

2827.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2828.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2829.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2830.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2831.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2832.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2833.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2834.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2835.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2836.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2837.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2838.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2839.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2840.

104777B

[Two Characters, Two Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2841.

104777C

[Broken Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2842.

104777H

[Fancy Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2843.

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2844.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2845.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2846.

104777K

[Financial Discipline](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2847.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2848.

104777J

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

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2849.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2850.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2851.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2852.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2853.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2854.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · last AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2855.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2856.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2857.

104871G

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

Rating: — · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2858.

104871I

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

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2859.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2860.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2861.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2862.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2863.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2864.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2865.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2866.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2867.

103260A

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

Rating: — · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2868.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2869.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2870.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2871.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2872.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2873.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2874.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2875.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2876.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2877.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2878.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2879.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2880.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2881.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2882.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2883.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2884.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2885.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2886.

103470A

[Ops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2887.

103470C

[Klee in Solitary Confinement](#) · Tutorial

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2888.

103329B

[Might and Magic](#) · Tutorial

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2889.

103329D

[Decomposition](#) · Tutorial

Rating: — · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2890.

103329A

[Yes, Prime Minister](#) · Tutorial

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2891.

103329E

[Median](#) · Tutorial

Rating: — · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2892.

102798E

[So Many Possibilities...](#) · Tutorial

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2893.

102798F

[Skeleton Dynamization](#) · Tutorial

Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2894.

102798I

[Sean the Cuber](#) · Tutorial

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2895.

102798G

[Caesar Cipher](#) · Tutorial

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2896.

102798K

[Tree Tweaking](#) · Tutorial

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2897.

102798J

[Steins:Game](#) · Tutorial

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2898.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2899.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2900.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2901.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2902.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2903.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2904.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2905.

102759A

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

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2906.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2907.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2908.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2909.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2910.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2911.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2912.

100942L

[Three machines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2913.

100942D

[Camelogistics](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2914.

100942H

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2915.

100942J

[Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2916.

100942B

[High-Speed Pedestrian walkway 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2917.

100942K

[Synonymous Words Number System](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2918.

100942C

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2919.

100942I

[Manhattan Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2920.

100942M

[The smallest fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2921.

100942F

[GCD and LCM](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2922.

100942G

[Pots](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2923.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[TadijaSebez's solution](#)

2924.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[TadijaSebez's solution](#)

2925.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[TadijaSebez's solution](#)

2926.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[TadijaSebez's solution](#)

2927.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[TadijaSebez's solution](#)

2928.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[TadijaSebez's solution](#)

2929.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[TadijaSebez's solution](#)

2930.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[TadijaSebez's solution](#)

2931.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2932.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2933.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2934.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2935.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2936.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2937.

100886E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2938.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2939.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2940.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2941.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2942.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2943.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2944.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2945.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2946.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2947.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2948.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2949.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2950.

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2951.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2952.

1193C

[Scissors and Tape](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: — · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, geometry

[TadijaSebez's solution](#)

2953.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2954.

1192A

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

Quality: 80 global accepts · Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: *special

[TadijaSebez's solution](#)

2955.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)

2956.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2020-04-10 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[TadijaSebez's solution](#)

2957.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[TadijaSebez's solution](#)

2958.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[TadijaSebez's solution](#)

2959.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[TadijaSebez's solution](#)

2960.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[TadijaSebez's solution](#)

2961.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[TadijaSebez's solution](#)

2962.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, math

[TadijaSebez's solution](#)

2963.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2964.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2965.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2966.

101466I

[Math Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2967.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[TadijaSebez's solution](#)

2968.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[TadijaSebez's solution](#)

2969.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[TadijaSebez's solution](#)

2970.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2971.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2972.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2973.

101630A

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

Rating: — · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[TadijaSebez's solution](#)

2974.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[TadijaSebez's solution](#)

2975.

undefined112

[a^b - b^a · Tutorial](#)

Rating: — · first AC: 2018-11-30 · last AC: 2018-11-30 · Java 8 (first AC) · Tags: *special

[TadijaSebez's solution](#)**2976.**

392D

[Three Arrays · Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)**2977.**

398D

[Instant Messenger · Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures

[TadijaSebez's solution](#)**2978.**

390C

[Inna and Candy Boxes · Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[TadijaSebez's solution](#)**2979.**

396C

[On Changing Tree · Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[TadijaSebez's solution](#)