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Unique solved — TechNite

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Count: 567

- 1.**
1534A
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- 2.**
1523A
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- 3.**
1515A
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- 4.**
1519A
[Red and Blue Beans](#) · [Tutorial](#)
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1517A
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- 6.**
1511A
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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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- 7.**
1506A
[Strange Table](#) · [Tutorial](#)
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- 8.**
1474A
[Puzzle From the Future](#) · [Tutorial](#)
Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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- 9.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
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- 10.**
1438A
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11.

1426A

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12.

1408A

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13.

1392B

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14.

1392A

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15.

1391B

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16.

1391A

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17.

101911I

[Heist](#) · [Tutorial](#)

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18.

1388A

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19.

1382A

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20.

1300A

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21.

363A

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22.

1315A

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23.

1371A

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24.

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25.

1369A

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26.

1370A

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27.

1368A

[C+=](#) · [Tutorial](#)

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28.

1367A

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29.

1367B

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30.

1307A

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31.

1360B

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32.

1360A

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33.

1358A

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34.

1303A

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35.

1351A

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36.

1353A

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37.

1353B

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38.

1352A

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39.

1345A

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40.

1348A

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41.

609A

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42.

1343B

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43.

1311A

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44.

1335A

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45.

1301A

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46.

1312A

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47.

551A

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48.

49A

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49.

112A

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50.

71A

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51.

1328A

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52.

1325B

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

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53.

1325A

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54.

1200A

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55.

1294A

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56.

266B

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57.

818A

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58.

1283A

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59.

802G1

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60.

1250F

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61.

4A

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62.

1427A

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63.

1282A

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64.

893A

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65.

1374B

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66.

1373B

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67.

616A

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68.

1351B

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69.

1354A

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70.

1350A

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71.

1341A

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72.

1343A

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73.

598A

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74.

1335B

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75.

1339A

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76.

1326B

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77.

1330A

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78.

194A

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79.

160A

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80.

1204B

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81.

1291A

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82.

1296B

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83.

935B

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84.

1279A

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85.

1141B

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86.

1144B

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87.

1163A

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88.

1175A

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89.

1169A

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90.

1216B

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91.

1283B

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92.

580A

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93.

847G

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94.

1515B

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95.

1506C

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96.

1474B

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97.

1450B

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98.

1438B

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99.

101911J

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100.

1388B

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101.

1300B

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102.

1374C

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103.

1373A

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104.

616B

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105.

1362A

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106.

1359B

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107.

1359A

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108.

1358B

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109.

1353C

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110.

1293B

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111.

1342A

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112.

1312B

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113.

1326A

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114.

1333A

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115.

56A

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116.

106A

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117.

108A

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118.

389A

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119.

114A

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120.

122A

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121.

58A

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122.

118A

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123.

1234B1

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124.

1203A

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125.

265B

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Quality: 17,924 global accepts · Rating: 1000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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126.

447B

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127.

499B

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128.

339B

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Quality: 81,368 global accepts · Rating: 1000 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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129.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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130.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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131.

1141A

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132.

1155A

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[TechNite's solution](#)

133.

1197B

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[TechNite's solution](#)

134.

1215A

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135.

1199A

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136.

1225B1

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137.

379A

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138.

1221A

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139.

1223B

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140.

1230B

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141.

1244B

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142.

1245A

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143.

1249B1

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144.

1252A

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145.

1253A

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146.

1266B

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147.

1177A

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148.

1195B

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149.

1204A

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150.

1278A

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151.

1237A

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Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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152.

1243B1

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153.

1266A

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154.

1251A

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155.

1256A

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156.

1257B

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157.

1260A

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158.

1277A

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Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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159.

1265A

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160.

1534B

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161.

1523B

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162.

1506B

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163.

1382B

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164.

363B

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165.

1375A

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166.

1370B

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167.

1366A

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168.

1365A

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169.

1360C

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170.

1345B

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171.

1342B

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172.

609B

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implementation

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173.

1335C

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174.

1334B

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175.

1333B

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

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176.

121A

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177.

370A

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178.

257A

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179.

186A

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180.

296A

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181.

488A

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182.

483A

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183.

456A

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184.

1327A

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

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185.

1304B

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365B

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187.

362B

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Quality: 14,732 global accepts · Rating: 1100 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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188.

467B

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189.

1213B

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Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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190.

1214B

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Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TechNite's solution](#)

191.

1221B

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Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[TechNite's solution](#)

192.

1227A

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[TechNite's solution](#)

193.

1231C

[Increasing Matrix](#) · [Tutorial](#)

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194.

1176B

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195.

1578E

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196.

1517B

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197.

1392C

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198.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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199.

1315C

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Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TechNite's solution](#)

200.

1371B

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

[TechNite's solution](#)

201.

1369B

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Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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202.

1364A

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Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

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203.

1362B

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Quality: 21,041 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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204.

1363A

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Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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205.

1354B

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Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · last AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

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206.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[TechNite's solution](#)

207.

1355A

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

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208.

1352C

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Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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209.

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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210.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TechNite's solution](#)

211.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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212.

1343C

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

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213.

1311B

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Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

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214.

1339B

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Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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215.

1334A

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Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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216.

31A

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Quality: 12,651 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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217.

234A

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Quality: 4,679 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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218.

27A

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Quality: 23,005 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[TechNite's solution](#)

219.

350A

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Quality: 17,530 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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220.

239A

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Quality: 20,610 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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221.

445A

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222.

353A

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223.

459A

[Pashmak and Garden](#) · [Tutorial](#)

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224.

1328C

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Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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225.

1327B

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Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
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226.

387B

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Quality: 12,970 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

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227.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TechNite's solution](#)

228.

285B

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Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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229.

454B

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Quality: 19,164 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

230.

492B

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Quality: 90,181 global accepts · Rating: 1200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[TechNite's solution](#)

231.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2019-12-20 · GNU C11 (first AC) · Tags: implementation

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232.

1272C

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Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[TechNite's solution](#)

233.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[TechNite's solution](#)

234.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[TechNite's solution](#)

235.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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236.

1382C1

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Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[TechNite's solution](#)

237.

893C

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Quality: 28,268 global accepts · Rating: 1300 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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238.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[TechNite's solution](#)

239.

1371C

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

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240.

1373C

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

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241.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[TechNite's solution](#)

242.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[TechNite's solution](#)

243.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[TechNite's solution](#)

244.

1365B

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Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TechNite's solution](#)

245.

1360E

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Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[TechNite's solution](#)

246.

1360D

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Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[TechNite's solution](#)

247.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[TechNite's solution](#)

248.

476B

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Quality: 37,019 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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249.

1285B

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Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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250.

1352D

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Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

251.

612A

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Quality: 7,838 global accepts · Rating: 1300 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[TechNite's solution](#)

252.

189A

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Quality: 80,871 global accepts · Rating: 1300 · first AC: 2020-03-29 · last AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[TechNite's solution](#)

253.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TechNite's solution](#)

254.

600B

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

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[TechNite's solution](#)

255.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[TechNite's solution](#)

256.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[TechNite's solution](#)

257.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, implementation

[TechNite's solution](#)

258.

1326C

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Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[TechNite's solution](#)

259.

192A

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Quality: 11,565 global accepts · Rating: 1300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[TechNite's solution](#)

260.

437A

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Quality: 9,360 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

261.

298A

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Quality: 11,659 global accepts · Rating: 1300 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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262.

1328B

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Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[TechNite's solution](#)

263.

1176C

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Quality: 15,098 global accepts · Rating: 1300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[TechNite's solution](#)

264.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[TechNite's solution](#)

265.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[TechNite's solution](#)

266.

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[TechNite's solution](#)

267.

469B

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Quality: 13,354 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

268.

276B

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Quality: 32,107 global accepts · Rating: 1300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[TechNite's solution](#)

269.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

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270.

450B

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271.

508B

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

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272.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[TechNite's solution](#)

273.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,259 global accepts · Rating: 1300 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[TechNite's solution](#)

274.

230B

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Quality: 95,820 global accepts · Rating: 1300 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

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275.

1540A

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

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276.

1515C

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

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277.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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278.

1506D

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Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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279.

1456A

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

[TechNite's solution](#)

280.

286A

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Quality: 3,450 global accepts · Rating: 1400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TechNite's solution](#)

281.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[TechNite's solution](#)

282.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[TechNite's solution](#)

283.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

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284.

81A

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Quality: 13,895 global accepts · Rating: 1400 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

285.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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286.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TechNite's solution](#)

287.

1375C

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

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

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288.

1374D

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Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[TechNite's solution](#)

289.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[TechNite's solution](#)

290.

1370C

[Number Game](#) · [Tutorial](#)

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

[TechNite's solution](#)

291.

1365C

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Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[TechNite's solution](#)

292.

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[TechNite's solution](#)

293.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[TechNite's solution](#)

294.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[TechNite's solution](#)

295.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[TechNite's solution](#)

296.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[TechNite's solution](#)

297.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[TechNite's solution](#)

298.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[TechNite's solution](#)

299.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[TechNite's solution](#)

300.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[TechNite's solution](#)

301.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[TechNite's solution](#)

302.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TechNite's solution](#)

303.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TechNite's solution](#)

304.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[TechNite's solution](#)

305.

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[TechNite's solution](#)

306.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[TechNite's solution](#)

307.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[TechNite's solution](#)

308.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[TechNite's solution](#)

309.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[TechNite's solution](#)

310.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[TechNite's solution](#)

311.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[TechNite's solution](#)

312.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[TechNite's solution](#)

313.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,683 global accepts · Rating: 1400 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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314.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · last AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

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315.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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316.

1515D

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

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

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317.

1506E

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Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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318.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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319.

643A

[Bear and Colors](#) · [Tutorial](#)

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320.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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321.

148B

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Quality: 6,015 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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322.

172D

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Quality: 1,518 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

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323.

982C

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Quality: 15,853 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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324.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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325.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

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326.

1379B

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[TechNite's solution](#)

327.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[TechNite's solution](#)

328.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[TechNite's solution](#)

329.

1300C

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

Rating: 1500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TechNite's solution](#)

330.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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331.

1368B

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

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332.

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[TechNite's solution](#)

333.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,092 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[TechNite's solution](#)

334.

455A

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Quality: 71,966 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TechNite's solution](#)

335.

1304C

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Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[TechNite's solution](#)

336.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[TechNite's solution](#)

337.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[TechNite's solution](#)

338.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[TechNite's solution](#)

339.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[TechNite's solution](#)

340.

609C

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Quality: 7,397 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[TechNite's solution](#)

341.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[TechNite's solution](#)

342.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[TechNite's solution](#)

343.

1339C

[Powered Addition](#) · [Tutorial](#)

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

[TechNite's solution](#)

344.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[TechNite's solution](#)

345.

1332C

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Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[TechNite's solution](#)

346.

555A

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Quality: 6,683 global accepts · Rating: 1500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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347.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · last AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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348.

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

[TechNite's solution](#)

349.

1528A

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

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

[TechNite's solution](#)

350.

1163B2

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Quality: 7,646 global accepts · Rating: 1600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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351.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

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352.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

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353.

28B

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Quality: 5,517 global accepts · Rating: 1600 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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354.

476C

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Quality: 6,026 global accepts · Rating: 1600 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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355.

856A

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Quality: 1,622 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[TechNite's solution](#)

356.

373B

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Quality: 2,795 global accepts · Rating: 1600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

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357.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[TechNite's solution](#)

358.

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[TechNite's solution](#)

359.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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360.

1371D

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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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361.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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362.

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

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363.

616C

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Quality: 6,720 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[TechNite's solution](#)

364.

616D

[Longest k-Good Segment · Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

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365.

1364C

[Ehab and Prefix MEXs · Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[TechNite's solution](#)

366.

1363C

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Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[TechNite's solution](#)

367.

1358C

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Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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368.

209A

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Quality: 2,848 global accepts · Rating: 1600 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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369.

1353D

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[TechNite's solution](#)

370.

1350C

[Orac and LCM · Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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371.

1336A

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

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[TechNite's solution](#)

372.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[TechNite's solution](#)

373.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[TechNite's solution](#)

374.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[TechNite's solution](#)

375.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[TechNite's solution](#)

376.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[TechNite's solution](#)

377.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[TechNite's solution](#)

378.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TechNite's solution](#)

379.

1327C

[Game with Chips](#) · [Tutorial](#)

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

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380.

1165D

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Quality: 19,718 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[TechNite's solution](#)

381.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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382.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[TechNite's solution](#)

383.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · GNU C11 (first AC) · Tags: implementation, strings

[TechNite's solution](#)

384.

1528B

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

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

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385.

1474C

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Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

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386.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[TechNite's solution](#)

387.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, sortings

[TechNite's solution](#)

388.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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389.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

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390.

617D

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Quality: 4,437 global accepts · Rating: 1700 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[TechNite's solution](#)

391.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
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392.

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[TechNite's solution](#)

393.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[TechNite's solution](#)

394.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[TechNite's solution](#)

395.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[TechNite's solution](#)

396.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[TechNite's solution](#)

397.

1368D

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

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

398.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[TechNite's solution](#)

399.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[TechNite's solution](#)

400.

1361A

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

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

401.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[TechNite's solution](#)

402.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[TechNite's solution](#)

403.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[TechNite's solution](#)

404.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[TechNite's solution](#)

405.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[TechNite's solution](#)

406.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[TechNite's solution](#)

407.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[TechNite's solution](#)

408.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[TechNite's solution](#)

409.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[TechNite's solution](#)

410.

1534D

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Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

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411.

1517D

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412.

1450D

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413.

1446B

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1409E

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415.

913D

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988D

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417.

1395D

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418.

404C

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419.

1388C

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420.

1282C

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421.

1324F

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422.

1382D

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423.

161D

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424.

1010C

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363D

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426.

1367D

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427.

1355C

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428.

1267L

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429.

600C

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430.

1338B

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431.

1335E2

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432.

1330C

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433.

1328D

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434.

1327E

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435.

1545B

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436.

1508A

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437.

1439A2

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438.

1434A

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439.

101911G

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442.

1383B

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443.

1092F

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444.

20C

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445.

893D

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446.

1375D

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447.

1371E1

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448.

1369D

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449.

1367E

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450.

1354D

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451.

1365E

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452.

1361B

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453.

1360G

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454.

1358D

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455.

1313C2

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456.

1353E

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457.

1348D

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458.

1342D

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459.

1456B

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460.

1438C

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461.

1427C

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462.

1427D

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463.

1408D

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464.

1416C

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465.

1416B

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466.

1391D

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467.

1388D

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468.

1379C

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469.

450D

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470.

893E

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471.

1370D

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1366D

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473.

1363E

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474.

1359D

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475.

1349C

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476.

1359E

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477.

1354C2

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478.

1344B

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479.

1349B

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480.

600D

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481.

598E

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482.

1311D

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483.

796D

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484.

1450C1

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485.

1446C

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486.

1392E

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487.

703D

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488.

1364D

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489.

620E

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490.

1333D

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491.

1354E

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492.

1187E

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493.

1370E

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494.

1367F1

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495.

1366E

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496.

1365F

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[TechNite's solution](#)

497.

1363D

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Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

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498.

1360H

[Binary Median](#) · [Tutorial](#)

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499.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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500.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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501.

1438D

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502.

1407D

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503.

1335F

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504.

620D

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Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

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505.

616E

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Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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506.

1333F

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507.

1540B

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508.

1534E

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509.

1528C

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510.

1450C2

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511.

1408F

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512.

1371E2

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513.

1342E

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514.

598C

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515.

1450F

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516.

1401E

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517.

1392F

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518.

1358E

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519.

1534F1

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Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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520.

1438E

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521.

1427E

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522.

1382E

[Mastermind](#) · [Tutorial](#)

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523.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

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524.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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525.

1368E

[Ski Accidents](#) · [Tutorial](#)

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526.

1446D1

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527.

1439B

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Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

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528.

1439C

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Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

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529.

1416D

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Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-29 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

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530.

1391E

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Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

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531.

1375F

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Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

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532.

1540C1

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

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

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533.

1545C

[AquaMoon and Permutations · Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

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534.

102978F

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535.

102978D

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538.

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542.

102956N

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543.

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101262A

[Vera and Outfits](#) · [Tutorial](#)

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552.

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553.

102367C

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554.

102367A

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[TechNite's solution](#)

555.

102452E

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Rating: — · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[TechNite's solution](#)

556.

102452D

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Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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557.

102452G

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Rating: — · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[TechNite's solution](#)

558.

102452B

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101911D

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560.

101911K

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561.

101911C

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Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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562.

101911H

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Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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563.

101911F

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Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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564.

102644C

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Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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565.

1331B

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Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

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566.

1331D

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Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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567.

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

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