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Unique solved — Tgiwx

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

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

Filters: none

Count: 518

1.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tgiwx's solution](#)

2.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Tgiwx's solution](#)

3.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tgiwx's solution](#)

4.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-07 · Python 3 (first AC) · Tags: implementation, math

[Tgiwx's solution](#)

5.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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6.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tgiwx's solution](#)

7.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tgiwx's solution](#)

8.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Tgiwx's solution](#)

9.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[Tgiwx's solution](#)

10.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[Tgiwx's solution](#)

11.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tgiwx's solution](#)

12.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[Tgiwx's solution](#)

13.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tgiwx's solution](#)

14.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

15.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Tgiwx's solution](#)

16.

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

[Tgiwx's solution](#)

17.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Tgiwx's solution](#)

18.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

19.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: implementation

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20.

1207A

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

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

[Tgiwx's solution](#)

21.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Tgiwx's solution](#)

22.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tgiwx's solution](#)

23.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tgiwx's solution](#)

24.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tgiwx's solution](#)

25.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tgiwx's solution](#)

26.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tgiwx's solution](#)

27.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tgiwx's solution](#)

28.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation

[Tgiwx's solution](#)

29.

1992C

[Gorilla and Permutation](#) · [Tutorial](#)

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tgiwx's solution](#)

30.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tgiwx's solution](#)

31.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tgiwx's solution](#)

32.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[Tgiwx's solution](#)

33.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

34.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

35.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tgiwx's solution](#)

36.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tgiwx's solution](#)

37.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tgiwx's solution](#)

38.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tgiwx's solution](#)

39.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

40.

1089L

[Lazyland](#) · [Tutorial](#)

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

[Tgiwx's solution](#)

41.

1011A

[Stages](#) · [Tutorial](#)

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42.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tgiwx's solution](#)

43.

1266B

[Dice Tower](#) · [Tutorial](#)

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[Tgiwx's solution](#)

44.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math
[Tgiwx's solution](#)

45.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math
[Tgiwx's solution](#)

46.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math
[Tgiwx's solution](#)

47.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[Tgiwx's solution](#)

48.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[Tgiwx's solution](#)

49.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Tgiwx's solution](#)

50.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Tgiwx's solution](#)

51.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[Tgiwx's solution](#)

52.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tgiwx's solution](#)

53.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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- 54.**
2104C
[Card Game](#) · [Tutorial](#)
Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[Tgiwx's solution](#)
- 55.**
1672C
[Unequal Array](#) · [Tutorial](#)
Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Tgiwx's solution](#)
- 56.**
1610B
[Kalindrome Array](#) · [Tutorial](#)
Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Tgiwx's solution](#)
- 57.**
1557B
[Moamen and k-subarrays](#) · [Tutorial](#)
Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings
[Tgiwx's solution](#)
- 58.**
1221B
[Knights](#) · [Tutorial](#)
Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Tgiwx's solution](#)
- 59.**
1214B
[Badges](#) · [Tutorial](#)
Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[Tgiwx's solution](#)
- 60.**
1202A
[You Are Given Two Binary Strings...](#) · [Tutorial](#)
Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Tgiwx's solution](#)
- 61.**
1132A
[Regular Bracket Sequence](#) · [Tutorial](#)
Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Tgiwx's solution](#)
- 62.**
1992D
[Test of Love](#) · [Tutorial](#)
Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Tgiwx's solution](#)
- 63.**
1559C
[Mocha and Hiking](#) · [Tutorial](#)
Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Tgiwx's solution](#)
- 64.**
1530C
[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings
[Tgiwx's solution](#)

65.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Tgiwx's solution](#)

66.

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
[Tgiwx's solution](#)

67.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math
[Tgiwx's solution](#)

68.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[Tgiwx's solution](#)

69.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[Tgiwx's solution](#)

70.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Tgiwx's solution](#)

71.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Tgiwx's solution](#)

72.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[Tgiwx's solution](#)

73.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[Tgiwx's solution](#)

74.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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75.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tgiwx's solution](#)

76.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-30 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Tgiwx's solution](#)

77.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: greedy

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78.

1260B

[Obtain Two Zeros](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math

[Tgiwx's solution](#)

79.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tgiwx's solution](#)

80.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[Tgiwx's solution](#)

81.

598B

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

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Tgiwx's solution](#)

82.

1178C

[Tiles](#) · [Tutorial](#)

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

[Tgiwx's solution](#)

83.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Tgiwx's solution](#)

84.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Tgiwx's solution](#)

85.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tgiwx's solution](#)

86.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Tgiwx's solution](#)

87.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Tgiwx's solution](#)

88.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-06-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tgiwx's solution](#)

89.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Tgiwx's solution](#)

90.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Tgiwx's solution](#)

91.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Tgiwx's solution](#)

92.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Tgiwx's solution](#)

93.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Tgiwx's solution](#)

94.

1284B

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

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

[Tgiwx's solution](#)

95.

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

[Tgiwx's solution](#)

96.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tgiwx's solution](#)

97.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[Tgiwx's solution](#)

98.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Tgiwx's solution](#)

99.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tgiwx's solution](#)

100.

516A

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

Rating: 1400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Tgiwx's solution](#)

101.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tgiwx's solution](#)

102.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math, number theory

[Tgiwx's solution](#)

103.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tgiwx's solution](#)

104.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Tgiwx's solution](#)

105.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Tgiwx's solution](#)

106.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2018-12-09 · last AC: 2022-08-01 · GNU C++11 (first AC) · Tags: hashing,

implementation, strings

[Tgiwx's solution](#)

107.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Tgiwx's solution](#)

108.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tgiwx's solution](#)

109.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[Tgiwx's solution](#)

110.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tgiwx's solution](#)

111.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tgiwx's solution](#)

112.

1208B

[Uniqueness](#) · [Tutorial](#)

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

[Tgiwx's solution](#)

113.

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[Tgiwx's solution](#)

114.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tgiwx's solution](#)

115.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tgiwx's solution](#)

116.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Tgiwx's solution](#)

117.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Tgiwx's solution](#)

118.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[Tgiwx's solution](#)

119.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[Tgiwx's solution](#)

120.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Tgiwx's solution](#)

121.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: data structures, dp, math
[Tgiwx's solution](#)

122.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[Tgiwx's solution](#)

123.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-30 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, geometry
[Tgiwx's solution](#)

124.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Tgiwx's solution](#)

125.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Tgiwx's solution](#)

126.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[Tgiwx's solution](#)

127.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Tgiwx's solution](#)

128.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tgiwx's solution](#)

129.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Tgiwx's solution](#)

130.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tgiwx's solution](#)

131.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Tgiwx's solution](#)

132.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Tgiwx's solution](#)

133.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Tgiwx's solution](#)

134.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Tgiwx's solution](#)

135.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Tgiwx's solution](#)

136.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Tgiwx's solution](#)

137.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[Tgiwx's solution](#)

138.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2019-10-02 · last AC: 2022-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp,

graphs, trees

[Tgiwx's solution](#)

139.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Tgiwx's solution](#)

140.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-16 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Tgiwx's solution](#)

141.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Tgiwx's solution](#)

142.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[Tgiwx's solution](#)

143.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy

[Tgiwx's solution](#)

144.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Tgiwx's solution](#)

145.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tgiwx's solution](#)

146.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Tgiwx's solution](#)

147.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Tgiwx's solution](#)

148.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[Tgiwx's solution](#)

149.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Tgiwx's solution](#)

150.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[Tgiwx's solution](#)

151.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Tgiwx's solution](#)

152.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-05-10 · last AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Tgiwx's solution](#)

153.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tgiwx's solution](#)

154.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Tgiwx's solution](#)

155.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Tgiwx's solution](#)

156.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, math

[Tgiwx's solution](#)

157.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tgiwx's solution](#)

158.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2018-12-01 · last AC: 2018-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Tgiwx's solution](#)

159.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[Tgiwx's solution](#)

160.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Tgiwx's solution](#)

161.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Tgiwx's solution](#)

162.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-30 · last AC: 2021-07-11 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

163.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tgiwx's solution](#)

164.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Tgiwx's solution](#)

165.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Tgiwx's solution](#)

166.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[Tgiwx's solution](#)

167.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Tgiwx's solution](#)

168.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tgiwx's solution](#)

169.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Tgiwx's solution](#)

170.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · last AC: 2019-09-19 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

171.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tgiwx's solution](#)

172.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[Tgiwx's solution](#)

173.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Tgiwx's solution](#)

174.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Tgiwx's solution](#)

175.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tgiwx's solution](#)

176.

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Tgiwx's solution](#)

177.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Tgiwx's solution](#)

178.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Tgiwx's solution](#)

179.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Tgiwx's solution](#)

180.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Tgiwx's solution](#)

181.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Tgiwx's solution](#)

182.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Tgiwx's solution](#)

183.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Tgiwx's solution](#)

184.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tgiwx's solution](#)

185.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Tgiwx's solution](#)

186.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[Tgiwx's solution](#)

187.

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

[Tgiwx's solution](#)

188.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Tgiwx's solution](#)

189.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[Tgiwx's solution](#)

190.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2019-10-28 · last AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Tgiwx's solution](#)

191.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Tgiwx's solution](#)

192.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Tgiwx's solution](#)

193.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Tgiwx's solution](#)

194.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Tgiwx's solution](#)

195.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[Tgiwx's solution](#)

196.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[Tgiwx's solution](#)

197.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[Tgiwx's solution](#)

198.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Tgiwx's solution](#)

199.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tgiwx's solution](#)

200.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Tgiwx's solution](#)

201.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tgiwx's solution](#)

202.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[Tgiwx's solution](#)

203.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tgiwx's solution](#)

204.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Tgiwx's solution](#)

205.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tgiwx's solution](#)

206.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tgiwx's solution](#)

207.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Tgiwx's solution](#)

208.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Tgiwx's solution](#)

209.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Tgiwx's solution](#)

210.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[Tgiwx's solution](#)

211.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Tgiwx's solution](#)

212.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Tgiwx's solution](#)

213.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Tgiwx's solution](#)

214.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Tgiwx's solution](#)

215.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tgiwx's solution](#)

216.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Tgiwx's solution](#)

217.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, two pointers

[Tgiwx's solution](#)

218.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Tgiwx's solution](#)

219.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2019-09-11 · last AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tgiwx's solution](#)

220.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Tgiwx's solution](#)

221.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Tgiwx's solution](#)

222.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

223.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

224.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tgiwx's solution](#)

225.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Tgiwx's solution](#)

226.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: greedy, strings

[Tgiwx's solution](#)

227.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tgiwx's solution](#)

228.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Tgiwx's solution](#)

229.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2019-02-23 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[Tgiwx's solution](#)

230.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Tgiwx's solution](#)

231.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Tgiwx's solution](#)

232.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

hashing, implementation, string suffix structures, strings

[Tgiwx's solution](#)

233.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Tgiwx's solution](#)

234.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-10-13 · last AC: 2020-01-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Tgiwx's solution](#)

235.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[Tgiwx's solution](#)

236.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Tgiwx's solution](#)

237.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2019-10-28 · last AC: 2019-10-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Tgiwx's solution](#)

238.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Tgiwx's solution](#)

239.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Tgiwx's solution](#)

240.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Tgiwx's solution](#)

241.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Tgiwx's solution](#)

242.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: dp, math

[Tgiwx's solution](#)

243.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Tgiwx's solution](#)

244.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Tgiwx's solution](#)

245.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Tgiwx's solution](#)

246.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Tgiwx's solution](#)

247.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Tgiwx's solution](#)

248.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Tgiwx's solution](#)

249.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Tgiwx's solution](#)

250.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, strings

[Tgiwx's solution](#)

251.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Tgiwx's solution](#)

252.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2018-12-10 · last AC: 2022-08-01 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Tgiwx's solution](#)

253.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tgiwx's solution](#)

254.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Tgiwx's solution](#)

255.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-05 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Tgiwx's solution](#)

256.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2019-08-20 · last AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Tgiwx's solution](#)

257.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Tgiwx's solution](#)

258.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Tgiwx's solution](#)

259.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Tgiwx's solution](#)

260.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[Tgiwx's solution](#)

261.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2019-10-05 · last AC: 2019-10-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Tgiwx's solution](#)

262.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2019-09-28 · last AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Tgiwx's solution](#)

263.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Tgiwx's solution](#)

264.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Tgiwx's solution](#)

265.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tgiwx's solution](#)

266.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Tgiwx's solution](#)

267.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Tgiwx's solution](#)

268.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Tgiwx's solution](#)

269.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

270.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Tgiwx's solution](#)

271.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[Tgiwx's solution](#)

272.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[Tgiwx's solution](#)

273.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

274.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Tgiwx's solution](#)

275.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tgiwx's solution](#)

276.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Tgiwx's solution](#)

277.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Tgiwx's solution](#)

278.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-12-22 · last AC: 2022-08-01 · GNU C++11 (first AC) · Tags: hashing, strings

[Tgiwx's solution](#)

279.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Tgiwx's solution](#)

280.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Tgiwx's solution](#)

281.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Tgiwx's solution](#)

282.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · last AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Tgiwx's solution](#)

283.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-12-08 · last AC: 2019-12-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation

[Tgiwx's solution](#)

284.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Tgiwx's solution](#)

285.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-11-05 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Tgiwx's solution](#)

286.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Tgiwx's solution](#)

287.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: data structures, math

[Tgiwx's solution](#)

288.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2019-10-12 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Tgiwx's solution](#)

289.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: dp, trees

[Tgiwx's solution](#)

290.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[Tgiwx's solution](#)

291.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tgiwx's solution](#)

292.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[Tgiwx's solution](#)

293.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

294.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Tgiwx's solution](#)

295.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Tgiwx's solution](#)

296.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Tgiwx's solution](#)

297.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Tgiwx's solution](#)

298.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Tgiwx's solution](#)

299.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Tgiwx's solution](#)

300.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tgiwx's solution](#)

301.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Tgiwx's solution](#)

302.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Tgiwx's solution](#)

303.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-03-06 · last AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

304.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[Tgiwx's solution](#)

305.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-05-03 · last AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[Tgiwx's solution](#)

306.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Tgiwx's solution](#)

307.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Tgiwx's solution](#)

308.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[Tgiwx's solution](#)

309.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Tgiwx's solution](#)

310.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[Tgiwx's solution](#)

311.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-01-24 · last AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[Tgiwx's solution](#)

312.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[Tgiwx's solution](#)

313.

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[Tgiwx's solution](#)

314.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Tgiwx's solution](#)

315.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

316.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2019-04-13 · last AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Tgiwx's solution](#)

317.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-10-07 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Tgiwx's solution](#)

318.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2019-03-16 · last AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Tgiwx's solution](#)

319.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Tgiwx's solution](#)

320.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

321.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

322.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tgiwx's solution](#)

323.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tgiwx's solution](#)

324.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Tgiwx's solution](#)

325.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Tgiwx's solution](#)

326.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Tgiwx's solution](#)

327.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Tgiwx's solution](#)

328.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[Tgiwx's solution](#)

329.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[Tgiwx's solution](#)

330.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-01 · last AC: 2019-01-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Tgiwx's solution](#)

331.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Tgiwx's solution](#)

332.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: brute force, data structures

[Tgiwx's solution](#)

333.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Tgiwx's solution](#)

334.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Tgiwx's solution](#)

335.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Tgiwx's solution](#)

336.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tgiwx's solution](#)

337.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Tgiwx's solution](#)

338.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-05-20 · last AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[Tgiwx's solution](#)

339.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Tgiwx's solution](#)

340.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tgiwx's solution](#)

341.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-02-05 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Tgiwx's solution](#)

342.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Tgiwx's solution](#)

343.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Tgiwx's solution](#)

344.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-03-16 · last AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[Tgiwx's solution](#)

345.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: dp

[Tgiwx's solution](#)

346.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Tgiwx's solution](#)

347.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[Tgiwx's solution](#)

348.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[Tgiwx's solution](#)

349.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Tgiwx's solution](#)

350.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: data structures

[Tgiwx's solution](#)

351.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Tgiwx's solution](#)

352.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tgiwx's solution](#)

353.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-10 · last AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Tgiwx's solution](#)

354.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Tgiwx's solution](#)

355.

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[Tgiwx's solution](#)

356.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2019-02-13 · last AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, trees

[Tgiwx's solution](#)

357.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Tgiwx's solution](#)

358.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-01-31 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Tgiwx's solution](#)

359.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Tgiwx's solution](#)

360.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-02-04 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Tgiwx's solution](#)

361.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Tgiwx's solution](#)

362.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry, greedy

[Tgiwx's solution](#)

363.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Tgiwx's solution](#)

364.

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Tgiwx's solution](#)

365.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tgiwx's solution](#)

366.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[Tgiwx's solution](#)

367.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: bitmasks, shortest paths
[Tgiwx's solution](#)

368.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2019-03-25 · last AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing
[Tgiwx's solution](#)

369.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Tgiwx's solution](#)

370.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Tgiwx's solution](#)

371.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Tgiwx's solution](#)

372.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers
[Tgiwx's solution](#)

373.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[Tgiwx's solution](#)

374.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[Tgiwx's solution](#)

375.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dp, matrices
[Tgiwx's solution](#)

376.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Tgiwx's solution](#)

377.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Tgiwx's solution](#)

378.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[Tgiwx's solution](#)

379.

1672F2

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

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tgiwx's solution](#)

380.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[Tgiwx's solution](#)

381.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Tgiwx's solution](#)

382.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dp, probabilities

[Tgiwx's solution](#)

383.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Tgiwx's solution](#)

384.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Tgiwx's solution](#)

385.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Tgiwx's solution](#)

386.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: dp, games

[Tgiwx's solution](#)

387.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tgiwx's solution](#)

388.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-02-13 · last AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Tgiwx's solution](#)

389.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Tgiwx's solution](#)

390.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Tgiwx's solution](#)

391.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-10-22 · last AC: 2019-10-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Tgiwx's solution](#)

392.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2019-07-26 · last AC: 2019-07-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Tgiwx's solution](#)

393.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Tgiwx's solution](#)

394.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Tgiwx's solution](#)

395.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Tgiwx's solution](#)

396.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[Tgiwx's solution](#)

397.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Tgiwx's solution](#)

398.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tgiwx's solution](#)

399.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

400.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tgiwx's solution](#)

401.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

402.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

403.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Tgiwx's solution](#)

404.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

405.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

406.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tgiwx's solution](#)

407.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

408.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tgiwx's solution](#)

409.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tgiwx's solution](#)

410.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

411.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

412.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

413.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

414.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

415.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

416.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

417.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

418.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

419.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

420.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

421.

104128I

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

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

422.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

423.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

424.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

425.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

426.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tgiwx's solution](#)

427.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

428.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

429.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

430.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

431.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

432.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

433.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

434.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

435.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tgiwx's solution](#)

436.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

437.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

438.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

439.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

440.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

441.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

442.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

443.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

444.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

445.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

446.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

447.

103069A

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

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

448.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

449.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tgiwx's solution](#)

450.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Tgiwx's solution](#)

451.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Tgiwx's solution](#)

452.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tgiwx's solution](#)

453.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tgiwx's solution](#)

454.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tgiwx's solution](#)

455.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

456.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

457.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

458.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

459.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

460.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

461.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

462.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

463.

103389E

[World, R](#)

Rating: — · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

464.

103389B

[e; 2oria](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

465.

103389F

[WOWP!](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

466.

103389J

[g YigC!rizE-Æ](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

467.

103389C

[Puf!](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

468.

103389I

[š-švGaN •f](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

469.

103389G

[3G-tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

470.

103389D

[OTUS!](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

471.

103389A

[QINo-ig'i](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

472.

103389K

[-ONPa8b](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

473.

102798D

[ABC Conjecture · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

474.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

475.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

476.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

477.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

478.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

479.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

480.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

481.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

482.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

483.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

484.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

485.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

486.

103202K

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

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

487.

103202D

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

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

488.

103202H

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

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

489.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

490.

103202F

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

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

491.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

492.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

493.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

494.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

495.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

496.

103119L

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

Rating: — · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tgiwx's solution](#)

497.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: —

[Tgiwx's solution](#)

498.

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: —

[Tgiwx's solution](#)

499.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

500.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

501.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

502.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

503.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

504.

100213J

[Cheater's Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

505.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

506.

100213F

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

507.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

508.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

509.

undefined173

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Tgiwx's solution](#)

510.

undefined425

[Control Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

511.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

512.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

513.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

514.

undefined183

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

Rating: — · first AC: 2019-03-16 · last AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Tgiwx's solution](#)

515.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tgiwx's solution](#)

516.

100211D

[Police Cities](#) · [Tutorial](#)

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

[Tgiwx's solution](#)

517.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[Tgiwx's solution](#)

518.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —

[Tgiwx's solution](#)