

[CF Elite Tracker](#)

<https://cfelitetracker.vercel.app>

Unique solved — That Salamander

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

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

Filters: none

Count: 504

1.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: greedy

[That Salamander's solution](#)

2.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[That Salamander's solution](#)

3.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

4.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

5.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy

[That Salamander's solution](#)

6.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[That Salamander's solution](#)

7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[That Salamander's solution](#)

8.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: implementation

[That Salamander's solution](#)

9.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

10.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

11.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[That Salamander's solution](#)

12.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-27 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[That Salamander's solution](#)

13.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

14.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[That Salamander's solution](#)

15.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[That Salamander's solution](#)

16.

443A

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

Quality: 112,096 global accepts · Rating: 800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[That Salamander's solution](#)

17.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: dp, greedy

[That Salamander's solution](#)

18.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2024-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[That Salamander's solution](#)

19.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[That Salamander's solution](#)

20.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[That Salamander's solution](#)

21.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[That Salamander's solution](#)

22.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[That Salamander's solution](#)

23.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[That Salamander's solution](#)

24.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[That Salamander's solution](#)

25.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[That Salamander's solution](#)

26.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · Python 3 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

27.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,367 global accepts · Rating: 800 · first AC: 2024-09-13 · Python 3 (first AC) · Tags: greedy, math

[That Salamander's solution](#)

28.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

29.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[That Salamander's solution](#)

30.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

31.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-10 · Python 3 (first AC) · Tags: brute force, implementation, math

[That Salamander's solution](#)

32.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[That Salamander's solution](#)

33.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[That Salamander's solution](#)

34.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[That Salamander's solution](#)

35.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[That Salamander's solution](#)

36.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[That Salamander's solution](#)

37.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[That Salamander's solution](#)

38.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[That Salamander's solution](#)

39.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[That Salamander's solution](#)

40.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[That Salamander's solution](#)

41.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

42.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

43.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,364 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[That Salamander's solution](#)

44.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

45.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,442 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

46.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[That Salamander's solution](#)

47.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,228 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

48.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

49.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[That Salamander's solution](#)

50.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

51.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

52.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,845 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[That Salamander's solution](#)

53.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[That Salamander's solution](#)

54.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[That Salamander's solution](#)

55.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[That Salamander's solution](#)

56.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[That Salamander's solution](#)

57.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

58.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[That Salamander's solution](#)

59.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

60.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

61.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[That Salamander's solution](#)

62.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,176 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[That Salamander's solution](#)

63.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

64.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

65.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,977 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

66.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

67.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[That Salamander's solution](#)

68.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[That Salamander's solution](#)

69.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[That Salamander's solution](#)

70.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

71.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[That Salamander's solution](#)

72.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[That Salamander's solution](#)

73.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-01 · MS C++ 2017 (first AC) · Tags: geometry, greedy, sortings

[That Salamander's solution](#)

74.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-11-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, number theory

[That Salamander's solution](#)

75.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

76.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[That Salamander's solution](#)

77.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, two pointers

[That Salamander's solution](#)

78.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

79.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: brute force

[That Salamander's solution](#)

80.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

81.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,120 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[That Salamander's solution](#)

82.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

83.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,544 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

84.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

85.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

86.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: math

[That Salamander's solution](#)

87.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math

[That Salamander's solution](#)

88.

791A

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

Quality: 257,318 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

89.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

90.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings

[That Salamander's solution](#)

91.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

92.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,447 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings, strings

[That Salamander's solution](#)

93.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

94.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

95.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

96.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: greedy, math

[That Salamander's solution](#)

97.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: *special, implementation

[That Salamander's solution](#)

98.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: strings

[That Salamander's solution](#)

99.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: math

[That Salamander's solution](#)

100.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[That Salamander's solution](#)

101.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[That Salamander's solution](#)

102.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 800 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: games, greedy, strings

[That Salamander's solution](#)

103.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,662 global accepts · Rating: 800 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

104.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

105.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

106.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · MS C++ 2017 (first AC) · Tags: brute force, math

[That Salamander's solution](#)

107.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation, math, strings

[That Salamander's solution](#)

108.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[That Salamander's solution](#)

109.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

110.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,288 global accepts · Rating: 800 · first AC: 2022-04-28 · MS C++ 2017 (first AC) · Tags: math

[That Salamander's solution](#)

111.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: implementation

[That Salamander's solution](#)

112.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

113.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: brute force, greedy

[That Salamander's solution](#)

114.

1574A

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

Quality: 23,067 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: constructive algorithms

[That Salamander's solution](#)

115.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

116.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: math, sortings

[That Salamander's solution](#)

117.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: implementation

[That Salamander's solution](#)

118.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[That Salamander's solution](#)

119.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[That Salamander's solution](#)

120.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: greedy, math

[That Salamander's solution](#)

121.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: math

[That Salamander's solution](#)

122.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: greedy, math

[That Salamander's solution](#)

123.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[That Salamander's solution](#)

124.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-05-11 · PyPy 3 (first AC) · Tags: brute force, math

[That Salamander's solution](#)

125.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[That Salamander's solution](#)

126.

313A

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

Quality: 65,056 global accepts · Rating: 900 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: implementation, number theory

[That Salamander's solution](#)

127.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[That Salamander's solution](#)

128.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[That Salamander's solution](#)

129.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[That Salamander's solution](#)

130.

580A

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

Quality: 104,713 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[That Salamander's solution](#)

131.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: strings

[That Salamander's solution](#)

132.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[That Salamander's solution](#)

133.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[That Salamander's solution](#)

134.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[That Salamander's solution](#)

135.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

136.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[That Salamander's solution](#)

137.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[That Salamander's solution](#)

138.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[That Salamander's solution](#)

139.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[That Salamander's solution](#)

140.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: implementation

[That Salamander's solution](#)

141.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

142.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[That Salamander's solution](#)

143.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[That Salamander's solution](#)

144.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[That Salamander's solution](#)

145.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation, sortings

[That Salamander's solution](#)

146.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: implementation

[That Salamander's solution](#)

147.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[That Salamander's solution](#)

148.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: math

[That Salamander's solution](#)

149.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[That Salamander's solution](#)

150.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,659 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math

[That Salamander's solution](#)

151.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[That Salamander's solution](#)

152.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[That Salamander's solution](#)

153.

1206B

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

Quality: 29,513 global accepts · Rating: 900 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: dp, implementation

[That Salamander's solution](#)

154.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: math

[That Salamander's solution](#)

155.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[That Salamander's solution](#)

156.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[That Salamander's solution](#)

157.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[That Salamander's solution](#)

158.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[That Salamander's solution](#)

159.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[That Salamander's solution](#)

160.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[That Salamander's solution](#)

161.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[That Salamander's solution](#)

162.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[That Salamander's solution](#)

163.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[That Salamander's solution](#)

164.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[That Salamander's solution](#)

165.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: greedy
[That Salamander's solution](#)

166.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation, strings
[That Salamander's solution](#)

167.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: dp, greedy, math
[That Salamander's solution](#)

168.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: greedy, sortings
[That Salamander's solution](#)

169.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math
[That Salamander's solution](#)

170.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory
[That Salamander's solution](#)

171.

1675B

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

Quality: 43,306 global accepts · Rating: 900 · first AC: 2022-05-11 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[That Salamander's solution](#)

172.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-04-28 · MS C++ 2017 (first AC) · Tags: implementation, math
[That Salamander's solution](#)

173.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: implementation

[That Salamander's solution](#)

174.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: greedy

[That Salamander's solution](#)

175.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[That Salamander's solution](#)

176.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

177.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-27 · last AC: 2024-11-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[That Salamander's solution](#)

178.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[That Salamander's solution](#)

179.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[That Salamander's solution](#)

180.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[That Salamander's solution](#)

181.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[That Salamander's solution](#)

182.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

183.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[That Salamander's solution](#)

184.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[That Salamander's solution](#)

185.

1725B

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

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2022-09-08 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings

[That Salamander's solution](#)

186.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: greedy, strings

[That Salamander's solution](#)

187.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2022-09-07 · MS C++ 2017 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

188.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

189.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-17 · MS C++ 2017 (first AC) · Tags: greedy

[That Salamander's solution](#)

190.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[That Salamander's solution](#)

191.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math

[That Salamander's solution](#)

192.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

193.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,437 global accepts · Rating: 1000 · first AC: 2022-05-15 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

194.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings

[That Salamander's solution](#)

195.

108A

[Palindromic Times](#) · [Tutorial](#)

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

196.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[That Salamander's solution](#)

197.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

198.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,351 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[That Salamander's solution](#)

199.

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[That Salamander's solution](#)

200.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: sortings

[That Salamander's solution](#)

201.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: math

[That Salamander's solution](#)

202.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[That Salamander's solution](#)

203.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[That Salamander's solution](#)

204.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[That Salamander's solution](#)

205.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[That Salamander's solution](#)

206.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[That Salamander's solution](#)

207.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[That Salamander's solution](#)

208.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[That Salamander's solution](#)

209.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, math
[That Salamander's solution](#)

210.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: math
[That Salamander's solution](#)

211.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings
[That Salamander's solution](#)

212.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[That Salamander's solution](#)

213.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: brute force, implementation
[That Salamander's solution](#)

214.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: greedy, two pointers
[That Salamander's solution](#)

215.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: implementation, math
[That Salamander's solution](#)

216.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[That Salamander's solution](#)

217.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: greedy

[That Salamander's solution](#)

218.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: implementation, strings

[That Salamander's solution](#)

219.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[That Salamander's solution](#)

220.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[That Salamander's solution](#)

221.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[That Salamander's solution](#)

222.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[That Salamander's solution](#)

223.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[That Salamander's solution](#)

224.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[That Salamander's solution](#)

225.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[That Salamander's solution](#)

226.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[That Salamander's solution](#)

227.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[That Salamander's solution](#)

228.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[That Salamander's solution](#)

229.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[That Salamander's solution](#)

230.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[That Salamander's solution](#)

231.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[That Salamander's solution](#)

232.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[That Salamander's solution](#)

233.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

234.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[That Salamander's solution](#)

235.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[That Salamander's solution](#)

236.

1679B

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

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-14 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[That Salamander's solution](#)

237.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

238.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[That Salamander's solution](#)

239.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: math

[That Salamander's solution](#)

240.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[That Salamander's solution](#)

241.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[That Salamander's solution](#)

242.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings

[That Salamander's solution](#)

243.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: greedy, hashing, implementation, sortings

[That Salamander's solution](#)

244.

1399C

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

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2022-04-27 · MS C++ 2017 (first AC) · Tags: brute force, greedy, two pointers

[That Salamander's solution](#)

245.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, two pointers

[That Salamander's solution](#)

246.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[That Salamander's solution](#)

247.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: greedy, implementation

[That Salamander's solution](#)

248.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[That Salamander's solution](#)

249.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[That Salamander's solution](#)

250.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[That Salamander's solution](#)

251.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[That Salamander's solution](#)

252.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[That Salamander's solution](#)

253.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[That Salamander's solution](#)

254.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[That Salamander's solution](#)

255.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-25 · MS C++ 2017 (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[That Salamander's solution](#)

256.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[That Salamander's solution](#)

257.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · MS C++ 2017 (first AC) · Tags: brute force, graphs

[That Salamander's solution](#)

258.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, graphs, trees

[That Salamander's solution](#)

259.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[That Salamander's solution](#)

260.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

261.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

262.

962B

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

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2022-04-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[That Salamander's solution](#)

263.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[That Salamander's solution](#)

264.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[That Salamander's solution](#)

265.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[That Salamander's solution](#)

266.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[That Salamander's solution](#)

267.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[That Salamander's solution](#)

268.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[That Salamander's solution](#)

269.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[That Salamander's solution](#)

270.

1972D1

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

Rating: 1400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[That Salamander's solution](#)

271.

1972C

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

Rating: 1400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[That Salamander's solution](#)

272.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[That Salamander's solution](#)

273.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[That Salamander's solution](#)

274.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[That Salamander's solution](#)

275.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[That Salamander's solution](#)

276.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: binary search, data structures, games, greedy, implementation

[That Salamander's solution](#)

277.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: dp, math, number theory

[That Salamander's solution](#)

278.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: binary search, data structures, sortings, two pointers

[That Salamander's solution](#)

279.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: geometry, math

[That Salamander's solution](#)

280.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[That Salamander's solution](#)

281.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2022-06-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[That Salamander's solution](#)

282.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[That Salamander's solution](#)

283.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: dp

[That Salamander's solution](#)

284.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

285.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, implementation, two pointers

[That Salamander's solution](#)

286.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[That Salamander's solution](#)

287.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation

[That Salamander's solution](#)

288.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: math, sortings

[That Salamander's solution](#)

289.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[That Salamander's solution](#)

290.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2022-05-16 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, strings

[That Salamander's solution](#)

291.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[That Salamander's solution](#)

292.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: brute force

[That Salamander's solution](#)

293.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-04-28 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings, strings

[That Salamander's solution](#)

294.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2022-04-28 · MS C++ 2017 (first AC) · Tags: dp, greedy

[That Salamander's solution](#)

295.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[That Salamander's solution](#)

296.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[That Salamander's solution](#)

297.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[That Salamander's solution](#)

298.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[That Salamander's solution](#)

299.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[That Salamander's solution](#)

300.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[That Salamander's solution](#)

301.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[That Salamander's solution](#)

302.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[That Salamander's solution](#)

303.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[That Salamander's solution](#)

304.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[That Salamander's solution](#)

305.

1744E1

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

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-19 · MS C++ 2017 (first AC) · Tags: brute force, math, number theory

[That Salamander's solution](#)

306.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, strings

[That Salamander's solution](#)

307.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-19 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[That Salamander's solution](#)

308.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[That Salamander's solution](#)

309.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2022-06-04 · MS C++ 2017 (first AC) · Tags: dp, greedy

[That Salamander's solution](#)

310.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: brute force, dp, math

[That Salamander's solution](#)

311.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, trees

[That Salamander's solution](#)

312.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2022-05-17 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[That Salamander's solution](#)

313.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-05-03 · MS C++ 2017 (first AC) · Tags: binary search, data structures, implementation

[That Salamander's solution](#)

314.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, strings

[That Salamander's solution](#)

315.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, implementation

[That Salamander's solution](#)

316.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: dp

[That Salamander's solution](#)

317.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: hashing, implementation

[That Salamander's solution](#)

318.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[That Salamander's solution](#)

319.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[That Salamander's solution](#)

320.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[That Salamander's solution](#)

321.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[That Salamander's solution](#)

322.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[That Salamander's solution](#)

323.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[That Salamander's solution](#)

324.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[That Salamander's solution](#)

325.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[That Salamander's solution](#)

326.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[That Salamander's solution](#)

327.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[That Salamander's solution](#)

328.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[That Salamander's solution](#)

329.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[That Salamander's solution](#)

330.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: dp

[That Salamander's solution](#)

331.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2022-09-19 · MS C++ 2017 (first AC) · Tags: math

[That Salamander's solution](#)

332.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2022-09-19 · MS C++ 2017 (first AC) · Tags: greedy

[That Salamander's solution](#)

333.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1600 · first AC: 2022-09-19 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[That Salamander's solution](#)

334.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-09-04 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, implementation

[That Salamander's solution](#)

335.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2022-06-06 · MS C++ 2017 (first AC) · Tags: math, number theory

[That Salamander's solution](#)

336.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2022-06-06 · MS C++ 2017 (first AC) · Tags: dp, matrices

[That Salamander's solution](#)

337.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2022-05-20 · MS C++ 2017 (first AC) · Tags: dp, implementation, trees

[That Salamander's solution](#)

338.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2022-05-03 · MS C++ 2017 (first AC) · Tags: implementation

[That Salamander's solution](#)

339.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: implementation, math

[That Salamander's solution](#)

340.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[That Salamander's solution](#)

341.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[That Salamander's solution](#)

342.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[That Salamander's solution](#)

343.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[That Salamander's solution](#)

344.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[That Salamander's solution](#)

345.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[That Salamander's solution](#)

346.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[That Salamander's solution](#)

347.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, probabilities

[That Salamander's solution](#)

348.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-10-14 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[That Salamander's solution](#)

349.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: dfs and similar, implementation

[That Salamander's solution](#)

350.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2022-05-23 · MS C++ 2017 (first AC) · Tags: data structures, trees

[That Salamander's solution](#)

351.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-05-20 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[That Salamander's solution](#)

352.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[That Salamander's solution](#)

353.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[That Salamander's solution](#)

354.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[That Salamander's solution](#)

355.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[That Salamander's solution](#)

356.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[That Salamander's solution](#)

357.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[That Salamander's solution](#)

358.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[That Salamander's solution](#)

359.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[That Salamander's solution](#)

360.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[That Salamander's solution](#)

361.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[That Salamander's solution](#)

362.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[That Salamander's solution](#)

363.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[That Salamander's solution](#)

364.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[That Salamander's solution](#)

365.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-10-05 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[That Salamander's solution](#)

366.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, games, two pointers

[That Salamander's solution](#)

367.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-25 · MS C++ 2017 (first AC) · Tags: interactive, probabilities

[That Salamander's solution](#)

368.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2022-05-11 · MS C++ 2017 (first AC) · Tags: dp, greedy

[That Salamander's solution](#)

369.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-10 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation

[That Salamander's solution](#)

370.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[That Salamander's solution](#)

371.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[That Salamander's solution](#)

372.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[That Salamander's solution](#)

373.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[That Salamander's solution](#)

374.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[That Salamander's solution](#)

375.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[That Salamander's solution](#)

376.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[That Salamander's solution](#)

377.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[That Salamander's solution](#)

378.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[That Salamander's solution](#)

379.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[That Salamander's solution](#)

380.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[That Salamander's solution](#)

381.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[That Salamander's solution](#)

382.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[That Salamander's solution](#)

383.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[That Salamander's solution](#)

384.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[That Salamander's solution](#)

385.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[That Salamander's solution](#)

386.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[That Salamander's solution](#)

387.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory

[That Salamander's solution](#)

388.

1744E2

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

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: brute force, math, number theory

[That Salamander's solution](#)

389.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[That Salamander's solution](#)

390.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-25 · MS C++ 2017 (first AC) · Tags: hashing, math

[That Salamander's solution](#)

391.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[That Salamander's solution](#)

392.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[That Salamander's solution](#)

393.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[That Salamander's solution](#)

394.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[That Salamander's solution](#)

395.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[That Salamander's solution](#)

396.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[That Salamander's solution](#)

397.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[That Salamander's solution](#)

398.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[That Salamander's solution](#)

399.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[That Salamander's solution](#)

400.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[That Salamander's solution](#)

401.

1862G

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

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[That Salamander's solution](#)

402.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[That Salamander's solution](#)

403.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[That Salamander's solution](#)

404.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[That Salamander's solution](#)

405.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[That Salamander's solution](#)

406.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[That Salamander's solution](#)

407.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[That Salamander's solution](#)

408.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[That Salamander's solution](#)

409.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[That Salamander's solution](#)

410.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[That Salamander's solution](#)

411.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[That Salamander's solution](#)

412.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[That Salamander's solution](#)

413.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[That Salamander's solution](#)

414.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[That Salamander's solution](#)

415.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules
[That Salamander's solution](#)

416.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[That Salamander's solution](#)

417.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
[That Salamander's solution](#)

418.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-25 · MS C++ 2017 (first AC) · Tags: dp, math, probabilities
[That Salamander's solution](#)

419.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · MS C++ 2017 (first AC) · Tags: math, two pointers
[That Salamander's solution](#)

420.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-10-04 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, interactive, math

[That Salamander's solution](#)

421.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: *special

[That Salamander's solution](#)

422.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-04-29 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[That Salamander's solution](#)

423.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-04-16 · PyPy 3 (first AC) · Tags: dp, math

[That Salamander's solution](#)

424.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[That Salamander's solution](#)

425.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[That Salamander's solution](#)

426.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[That Salamander's solution](#)

427.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[That Salamander's solution](#)

428.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[That Salamander's solution](#)

429.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[That Salamander's solution](#)

430.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[That Salamander's solution](#)

431.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[That Salamander's solution](#)

432.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2022-10-19 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[That Salamander's solution](#)

433.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[That Salamander's solution](#)

434.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[That Salamander's solution](#)

435.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[That Salamander's solution](#)

436.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[That Salamander's solution](#)

437.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[That Salamander's solution](#)

438.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[That Salamander's solution](#)

439.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[That Salamander's solution](#)

440.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[That Salamander's solution](#)

441.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[That Salamander's solution](#)

442.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[That Salamander's solution](#)

443.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[That Salamander's solution](#)

444.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[That Salamander's solution](#)

445.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[That Salamander's solution](#)

446.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[That Salamander's solution](#)

447.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[That Salamander's solution](#)

448.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[That Salamander's solution](#)

449.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[That Salamander's solution](#)

450.

1972D2

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

Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[That Salamander's solution](#)

451.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[That Salamander's solution](#)

452.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[That Salamander's solution](#)

453.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[That Salamander's solution](#)

454.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[That Salamander's solution](#)

455.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[That Salamander's solution](#)

456.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[That Salamander's solution](#)

457.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[That Salamander's solution](#)

458.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[That Salamander's solution](#)

459.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[That Salamander's solution](#)

460.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[That Salamander's solution](#)

461.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[That Salamander's solution](#)

462.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[That Salamander's solution](#)

463.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[That Salamander's solution](#)

464.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[That Salamander's solution](#)

465.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[That Salamander's solution](#)

466.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[That Salamander's solution](#)

467.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[That Salamander's solution](#)

468.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[That Salamander's solution](#)

469.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math,

strings

[That Salamander's solution](#)

470.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[That Salamander's solution](#)

471.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[That Salamander's solution](#)

472.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[That Salamander's solution](#)

473.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[That Salamander's solution](#)

474.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[That Salamander's solution](#)

475.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[That Salamander's solution](#)

476.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[That Salamander's solution](#)

477.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[That Salamander's solution](#)

478.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[That Salamander's solution](#)

479.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math
[That Salamander's solution](#)

480.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[That Salamander's solution](#)

481.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[That Salamander's solution](#)

482.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[That Salamander's solution](#)

483.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[That Salamander's solution](#)

484.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[That Salamander's solution](#)

485.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures
[That Salamander's solution](#)

486.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[That Salamander's solution](#)

487.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[That Salamander's solution](#)

488.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math,

number theory, sortings

[That Salamander's solution](#)

489.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[That Salamander's solution](#)

490.

1152E

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

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[That Salamander's solution](#)

491.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[That Salamander's solution](#)

492.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[That Salamander's solution](#)

493.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[That Salamander's solution](#)

494.

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[That Salamander's solution](#)

495.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[That Salamander's solution](#)

496.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[That Salamander's solution](#)

497.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-13 · MS C++ 2017 (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[That Salamander's solution](#)

498.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[That Salamander's solution](#)

499.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[That Salamander's solution](#)

500.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[That Salamander's solution](#)

501.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[That Salamander's solution](#)

502.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[That Salamander's solution](#)

503.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

[That Salamander's solution](#)

504.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · MS C++ 2017 (first AC) · Tags: —

[That Salamander's solution](#)