

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Tiago Marques

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

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

Filters: none

Count: 523

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,216 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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2.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#), [math](#)

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3.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)

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4.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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5.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: [dp](#), [geometry](#), [greedy](#), [math](#)

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6.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)

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7.

1879A

[Rigged!](#) · [Tutorial](#)

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8.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)

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9.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

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**10.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**11.**

1697A

[Parkway Walk](#) · [Tutorial](#)

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**12.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**13.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**14.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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**15.**

1638A

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**16.**

1633B

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**17.**

1633A

[Div. 7](#) · [Tutorial](#)

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**18.**

1632A

[ABC](#) · [Tutorial](#)

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**19.**

1626A

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

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**20.**

1627A

[Not Shading](#) · [Tutorial](#)

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**21.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

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**22.**

1624A

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**23.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

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**24.**

1623A

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**25.**

1616A

[Integer Diversity](#) · [Tutorial](#)

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**26.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

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**27.**

1582A

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**28.**

1598A

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**29.**

1573A

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**30.**

1566B

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**31.**

1566A

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**32.**

1569A

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

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**33.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**34.**

1556A

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**35.**

1562A

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**36.**

1560C

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**37.**

1560B

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**38.**

1560A

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**39.**

1557A

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**40.**

1549B

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**41.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

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**42.**

1552A

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**43.**

1553A

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**44.**

1523A

[Game of Life](#) · [Tutorial](#)

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**45.**

1529A

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**46.**

1512B

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**47.**

1512A

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**48.**

1504A

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**49.**

1498A

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**50.**

1506A

[Strange Table](#) · [Tutorial](#)

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**51.**

1482A

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**52.**

1484A

[Prison Break](#) · [Tutorial](#)

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**53.**

1499A

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**54.**

1497A

[Meximization](#) · [Tutorial](#)

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**55.**

1501A

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**56.**

1493A

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**57.**

1491A

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**58.**

1450A

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**59.**

1492A

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**60.**

1490A

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**61.**

1487A

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**62.**

1480A

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**63.**

1481A

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**64.**

1478A

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Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**65.**

910A

[The Way to Home](#) · [Tutorial](#)

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**66.**

1474A

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**67.**

1473A

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**68.**

1468E

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**69.**

1472B

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**70.**

1472A

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**71.**

155A

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**72.**

1399A

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**73.**

750A

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**74.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

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**75.**

472A

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**76.**

1352A

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**77.**

510A

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**78.**

996A

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**79.**

141A

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**80.**

1335A

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

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**81.**

520A

[Pangram](#) · [Tutorial](#)

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**82.**

785A

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

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**83.**

268A

[Games](#) · [Tutorial](#)

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**84.**

1328A

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**85.**

443A

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

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**86.**

144A

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**87.**

228A

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**88.**

469A

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**89.**

148A

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**90.**

200B

[Drinks](#) · [Tutorial](#)

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**91.**

61A

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**92.**

486A

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**93.**

705A

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**94.**

1030A

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**95.**

344A

[Magnets](#) · [Tutorial](#)

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**96.**

136A

[Presents](#) · [Tutorial](#)

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**97.**

677A

[Vanya and Fence](#) · [Tutorial](#)

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**98.**

467A

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

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**99.**

271A

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**100.**

734A

[Anton and Danik](#) · [Tutorial](#)

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**101.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tiago Marques's solution](#)

**102.**

110A

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

Quality: 199,539 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**103.**

266B

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

Quality: 166,118 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Tiago Marques's solution](#)

**104.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tiago Marques's solution](#)

**105.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Tiago Marques's solution](#)

**106.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**107.**

977A

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

Quality: 217,541 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**108.**

791A

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

Quality: 257,310 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**109.**

546A

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

Quality: 235,263 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Tiago Marques's solution](#)

**110.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,113 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Tiago Marques's solution](#)

**111.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**112.**

266A

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

Quality: 244,632 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**113.**

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tiago Marques's solution](#)

**114.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Tiago Marques's solution](#)

**115.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Tiago Marques's solution](#)

**116.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,089 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**117.**

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tiago Marques's solution](#)

**118.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,391 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**119.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,804 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Tiago Marques's solution](#)

**120.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,552 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[Tiago Marques's solution](#)

**121.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,369 global accepts · Rating: 800 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Tiago Marques's solution](#)

**122.**

71A

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

Quality: 503,388 global accepts · Rating: 800 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Tiago Marques's solution](#)

**123.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Tiago Marques's solution](#)

**124.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,045 global accepts · Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Tiago Marques's solution](#)

**125.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tiago Marques's solution](#)

**126.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

**127.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Tiago Marques's solution](#)

**128.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tiago Marques's solution](#)

**129.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**130.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Tiago Marques's solution](#)

**131.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Tiago Marques's solution](#)

**132.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tiago Marques's solution](#)

**133.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tiago Marques's solution](#)

**134.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tiago Marques's solution](#)

**135.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,598 global accepts · Rating: 900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tiago Marques's solution](#)

**136.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[Tiago Marques's solution](#)

**137.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Tiago Marques's solution](#)

**138.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Tiago Marques's solution](#)

**139.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Tiago Marques's solution](#)

**140.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tiago Marques's solution](#)

**141.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Tiago Marques's solution](#)

**142.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Tiago Marques's solution](#)

**143.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Tiago Marques's solution](#)

**144.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Tiago Marques's solution](#)

**145.**

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Tiago Marques's solution](#)

**146.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[Tiago Marques's solution](#)

**147.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tiago Marques's solution](#)

**148.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tiago Marques's solution](#)

**149.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tiago Marques's solution](#)

**150.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Tiago Marques's solution](#)

**151.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Tiago Marques's solution](#)

**152.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Tiago Marques's solution](#)

**153.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[Tiago Marques's solution](#)

**154.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tiago Marques's solution](#)

**155.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tiago Marques's solution](#)

**156.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tiago Marques's solution](#)

**157.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tiago Marques's solution](#)

**158.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Tiago Marques's solution](#)

**159.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Tiago Marques's solution](#)

**160.**

1506C

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

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Tiago Marques's solution](#)

**161.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Tiago Marques's solution](#)

**162.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Tiago Marques's solution](#)

**163.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Tiago Marques's solution](#)

**164.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Tiago Marques's solution](#)

**165.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Tiago Marques's solution](#)

**166.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Tiago Marques's solution](#)

**167.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Tiago Marques's solution](#)

**168.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Tiago Marques's solution](#)

**169.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Tiago Marques's solution](#)

**170.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tiago Marques's solution](#)

**171.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**172.**

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, shortest paths

[Tiago Marques's solution](#)

**173.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Tiago Marques's solution](#)

**174.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tiago Marques's solution](#)

**175.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**176.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Tiago Marques's solution](#)

**177.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**178.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Tiago Marques's solution](#)

**179.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Tiago Marques's solution](#)

**180.**

1624C

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

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Tiago Marques's solution](#)

**181.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Tiago Marques's solution](#)

**182.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Tiago Marques's solution](#)

**183.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Tiago Marques's solution](#)

**184.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tiago Marques's solution](#)

**185.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Tiago Marques's solution](#)

**186.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tiago Marques's solution](#)

**187.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tiago Marques's solution](#)

**188.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tiago Marques's solution](#)

**189.**

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tiago Marques's solution](#)

**190.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tiago Marques's solution](#)

**191.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,425 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Tiago Marques's solution](#)

**192.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Tiago Marques's solution](#)

**193.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Tiago Marques's solution](#)

**194.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Tiago Marques's solution](#)

**195.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Tiago Marques's solution](#)

**196.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tiago Marques's solution](#)

**197.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Tiago Marques's solution](#)

**198.**

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Tiago Marques's solution](#)

**199.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tiago Marques's solution](#)

**200.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tiago Marques's solution](#)

**201.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Tiago Marques's solution](#)

**202.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tiago Marques's solution](#)

**203.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tiago Marques's solution](#)

**204.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Tiago Marques's solution](#)

## 205.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Tiago Marques's solution](#)

## 206.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Tiago Marques's solution](#)

## 207.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Tiago Marques's solution](#)

## 208.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tiago Marques's solution](#)

## 209.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

## 210.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tiago Marques's solution](#)

## 211.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Tiago Marques's solution](#)

## 212.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tiago Marques's solution](#)

## 213.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Tiago Marques's solution](#)

## 214.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Tiago Marques's solution](#)

**215.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Tiago Marques's solution](#)

**216.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Tiago Marques's solution](#)

**217.**

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tiago Marques's solution](#)

**218.**

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[Tiago Marques's solution](#)

**219.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Tiago Marques's solution](#)

**220.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Tiago Marques's solution](#)

**221.**

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Tiago Marques's solution](#)

**222.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tiago Marques's solution](#)

**223.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Tiago Marques's solution](#)

**224.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Tiago Marques's solution](#)

**225.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Tiago Marques's solution](#)

## 226.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[Tiago Marques's solution](#)

## 227.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tiago Marques's solution](#)

## 228.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Tiago Marques's solution](#)

## 229.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tiago Marques's solution](#)

## 230.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Tiago Marques's solution](#)

## 231.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Tiago Marques's solution](#)

## 232.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tiago Marques's solution](#)

## 233.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Tiago Marques's solution](#)

## 234.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tiago Marques's solution](#)

## 235.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Tiago Marques's solution](#)

**236.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tiago Marques's solution](#)

**237.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Tiago Marques's solution](#)

**238.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Tiago Marques's solution](#)

**239.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tiago Marques's solution](#)

**240.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Tiago Marques's solution](#)

**241.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,111 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Tiago Marques's solution](#)

**242.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Tiago Marques's solution](#)

**243.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tiago Marques's solution](#)

**244.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Tiago Marques's solution](#)

**245.**

4C

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

Quality: 108,195 global accepts · Rating: 1300 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[Tiago Marques's solution](#)

**246.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Tiago Marques's solution](#)

**247.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tiago Marques's solution](#)

**248.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Tiago Marques's solution](#)

**249.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[Tiago Marques's solution](#)

**250.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Tiago Marques's solution](#)

**251.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Tiago Marques's solution](#)

**252.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Tiago Marques's solution](#)

**253.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Tiago Marques's solution](#)

**254.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Tiago Marques's solution](#)

**255.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tiago Marques's solution](#)

**256.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Tiago Marques's solution](#)

**257.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Tiago Marques's solution](#)

**258.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Tiago Marques's solution](#)

**259.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tiago Marques's solution](#)

**260.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Tiago Marques's solution](#)

**261.**

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Tiago Marques's solution](#)

**262.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Tiago Marques's solution](#)

**263.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Tiago Marques's solution](#)

**264.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1400 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Tiago Marques's solution](#)

**265.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Tiago Marques's solution](#)

**266.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Tiago Marques's solution](#)

**267.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Tiago Marques's solution](#)

**268.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tiago Marques's solution](#)

**269.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Tiago Marques's solution](#)

**270.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Tiago Marques's solution](#)

**271.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Tiago Marques's solution](#)

**272.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Tiago Marques's solution](#)

**273.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Tiago Marques's solution](#)

**274.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tiago Marques's solution](#)

**275.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

**276.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Tiago Marques's solution](#)

**277.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Tiago Marques's solution](#)

**278.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**279.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**280.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Tiago Marques's solution](#)

**281.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Tiago Marques's solution](#)

**282.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tiago Marques's solution](#)

**283.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Tiago Marques's solution](#)

**284.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Tiago Marques's solution](#)

**285.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Tiago Marques's solution](#)

**286.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tiago Marques's solution](#)

**287.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tiago Marques's solution](#)

**288.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

**289.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Tiago Marques's solution](#)

**290.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation

[Tiago Marques's solution](#)

**291.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tiago Marques's solution](#)

**292.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Tiago Marques's solution](#)

**293.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Tiago Marques's solution](#)

**294.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Tiago Marques's solution](#)

**295.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Tiago Marques's solution](#)

**296.**

1234D

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

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tiago Marques's solution](#)

**297.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tiago Marques's solution](#)

**298.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tiago Marques's solution](#)

**299.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

**300.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Tiago Marques's solution](#)

**301.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tiago Marques's solution](#)

**302.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Tiago Marques's solution](#)

**303.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Tiago Marques's solution](#)

**304.**

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Tiago Marques's solution](#)

**305.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tiago Marques's solution](#)

**306.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[Tiago Marques's solution](#)

**307.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[Tiago Marques's solution](#)

**308.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Tiago Marques's solution](#)

**309.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[Tiago Marques's solution](#)

**310.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory  
[Tiago Marques's solution](#)

**311.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[Tiago Marques's solution](#)

**312.**

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[Tiago Marques's solution](#)

**313.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Tiago Marques's solution](#)

**314.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[Tiago Marques's solution](#)

**315.**

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[Tiago Marques's solution](#)

**316.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[Tiago Marques's solution](#)

**317.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers  
[Tiago Marques's solution](#)

**318.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**319.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,408 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Tiago Marques's solution](#)

**320.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Tiago Marques's solution](#)

**321.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Tiago Marques's solution](#)

**322.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Tiago Marques's solution](#)

**323.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Tiago Marques's solution](#)

**324.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tiago Marques's solution](#)

**325.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tiago Marques's solution](#)

**326.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees

[Tiago Marques's solution](#)

**327.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Tiago Marques's solution](#)

**328.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Tiago Marques's solution](#)

**329.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[Tiago Marques's solution](#)

**330.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tiago Marques's solution](#)

**331.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Tiago Marques's solution](#)

**332.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Tiago Marques's solution](#)

**333.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tiago Marques's solution](#)

**334.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Tiago Marques's solution](#)

**335.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Tiago Marques's solution](#)

**336.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tiago Marques's solution](#)

**337.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Tiago Marques's solution](#)

**338.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Tiago Marques's solution](#)

**339.**

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[Tiago Marques's solution](#)

**340.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[Tiago Marques's solution](#)

**341.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tiago Marques's solution](#)

**342.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Tiago Marques's solution](#)

**343.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Tiago Marques's solution](#)

**344.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Tiago Marques's solution](#)

**345.**

439D

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

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Tiago Marques's solution](#)

**346.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Tiago Marques's solution](#)

**347.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Tiago Marques's solution](#)

**348.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Tiago Marques's solution](#)

**349.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Tiago Marques's solution](#)

**350.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tiago Marques's solution](#)

**351.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Tiago Marques's solution](#)

**352.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Tiago Marques's solution](#)

**353.**

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tiago Marques's solution](#)

**354.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Tiago Marques's solution](#)

**355.**

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Tiago Marques's solution](#)

**356.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

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**357.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

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**358.**

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Tiago Marques's solution](#)

**359.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Tiago Marques's solution](#)

**360.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Tiago Marques's solution](#)

**361.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[Tiago Marques's solution](#)

**362.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Tiago Marques's solution](#)

**363.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Tiago Marques's solution](#)

**364.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Tiago Marques's solution](#)

**365.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Tiago Marques's solution](#)

**366.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Tiago Marques's solution](#)

**367.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Tiago Marques's solution](#)

**368.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Tiago Marques's solution](#)

**369.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tiago Marques's solution](#)

**370.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Tiago Marques's solution](#)

**371.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

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**372.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Tiago Marques's solution](#)

**373.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation

[Tiago Marques's solution](#)

**374.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tiago Marques's solution](#)

**375.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Tiago Marques's solution](#)

**376.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Tiago Marques's solution](#)

**377.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Tiago Marques's solution](#)

**378.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2021-02-08 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tiago Marques's solution](#)

**379.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Tiago Marques's solution](#)

**380.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Tiago Marques's solution](#)

**381.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Tiago Marques's solution](#)

**382.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Tiago Marques's solution](#)

**383.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Tiago Marques's solution](#)

**384.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Tiago Marques's solution](#)

**385.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Tiago Marques's solution](#)

**386.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Tiago Marques's solution](#)

**387.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Tiago Marques's solution](#)

**388.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Tiago Marques's solution](#)

**389.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Tiago Marques's solution](#)

**390.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Tiago Marques's solution](#)

**391.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tiago Marques's solution](#)

**392.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Tiago Marques's solution](#)

**393.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Tiago Marques's solution](#)

**394.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tiago Marques's solution](#)

**395.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

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**396.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**397.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

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**398.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

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**399.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

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**400.**

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Tiago Marques's solution](#)

**401.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings, strings

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**402.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[Tiago Marques's solution](#)

**403.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

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**404.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Tiago Marques's solution](#)

**405.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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**406.**

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Tiago Marques's solution](#)

**407.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**408.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tiago Marques's solution](#)

**409.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tiago Marques's solution](#)

**410.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Tiago Marques's solution](#)

**411.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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**412.**

578C

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**413.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tiago Marques's solution](#)

**414.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2021-11-27 · last AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Tiago Marques's solution](#)

**415.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

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**416.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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**417.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Tiago Marques's solution](#)

**418.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Tiago Marques's solution](#)

**419.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tiago Marques's solution](#)

**420.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Tiago Marques's solution](#)

**421.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Tiago Marques's solution](#)

**422.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tiago Marques's solution](#)

**423.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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**424.**

1536D

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Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Tiago Marques's solution](#)

**425.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tiago Marques's solution](#)

**426.**

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Tiago Marques's solution](#)

**427.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tiago Marques's solution](#)

**428.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Tiago Marques's solution](#)

**429.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Tiago Marques's solution](#)

**430.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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**431.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

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**432.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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**433.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

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**434.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Tiago Marques's solution](#)

**435.**

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[Tiago Marques's solution](#)

**436.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Tiago Marques's solution](#)

**437.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tiago Marques's solution](#)

**438.**

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Tiago Marques's solution](#)

**439.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Tiago Marques's solution](#)

**440.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Tiago Marques's solution](#)

**441.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Tiago Marques's solution](#)

**442.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Tiago Marques's solution](#)

**443.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Tiago Marques's solution](#)

**444.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tiago Marques's solution](#)

**445.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Tiago Marques's solution](#)

**446.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

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**447.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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**448.**

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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**449.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Tiago Marques's solution](#)

**450.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**451.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

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**452.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

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**453.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Tiago Marques's solution](#)

**454.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Tiago Marques's solution](#)

**455.**

899F

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Quality: 2,031 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

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**456.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Tiago Marques's solution](#)

**457.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Tiago Marques's solution](#)

**458.**

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Tiago Marques's solution](#)

**459.**

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Tiago Marques's solution](#)

**460.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tiago Marques's solution](#)

**461.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tiago Marques's solution](#)

**462.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Tiago Marques's solution](#)

**463.**

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Tiago Marques's solution](#)

**464.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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**465.**

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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**466.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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**467.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Tiago Marques's solution](#)

**468.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Tiago Marques's solution](#)

**469.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Tiago Marques's solution](#)

**470.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tiago Marques's solution](#)

**471.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Tiago Marques's solution](#)

**472.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Tiago Marques's solution](#)

**473.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Tiago Marques's solution](#)

**474.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[Tiago Marques's solution](#)

**475.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Tiago Marques's solution](#)

**476.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Tiago Marques's solution](#)

**477.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Tiago Marques's solution](#)

**478.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Tiago Marques's solution](#)

**479.**

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Tiago Marques's solution](#)

**480.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Tiago Marques's solution](#)

**481.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Tiago Marques's solution](#)

**482.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Tiago Marques's solution](#)

**483.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Tiago Marques's solution](#)

**484.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[Tiago Marques's solution](#)

**485.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Tiago Marques's solution](#)

**486.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tiago Marques's solution](#)

**487.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Tiago Marques's solution](#)

**488.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Tiago Marques's solution](#)

**489.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Tiago Marques's solution](#)

**490.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tiago Marques's solution](#)

**491.**

727F

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**492.**

861F

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Rating: 2300 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

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**493.**

160D

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**494.**

2049E

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**495.**

1779E

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**496.**

1697E

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**497.**

869E

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**498.**

1485F

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**499.**

145E

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**500.**

1093F

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**501.**

1779F

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**502.**

1548C

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**503.**

1497D

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**504.**

1485E

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**505.**

508D

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**506.**

1474E

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**507.**

755F

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**508.**

622F

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**509.**

346D

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**510.**

8D

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**511.**

6D

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**512.**

13E

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Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

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**513.**

1557E

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**514.**

1622F

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**515.**

960G

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**516.**

1481F

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**517.**

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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**518.**

103214E

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Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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**519.**

103214B

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**520.**

103214A

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**521.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math

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**522.**

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees

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**523.**

1010211

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