

Unique solved — Tom66

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Filters: none

Count: 1,444

1.

2180B

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2.

2180A

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3.

2164A

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4.

2152A

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5.

2149B

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Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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6.

2149A

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7.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

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8.

2131B

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Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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9.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

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10.

2127A

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Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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11.

1398A

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12.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2023-07-08 · last AC: 2024-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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13.

686A

[Free Ice Cream](#) · [Tutorial](#)

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14.

1984A

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[Tom66's solution](#)

15.

1979A

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16.

1980B

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17.

1980A

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18.

1976A

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19.

1977A

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20.

1921B

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21.

1921A

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22.

1926B

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23.

1926A

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24.

1932A

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25.

1933A

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26.

1974B

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27.

1974A

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28.

1971B

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29.

1971A

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30.

1931B

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31.

1931A

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32.

1968B

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33.

1968A

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34.

1956B

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35.

1956A

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36.

1955A

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37.

1957A

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38.

1969A

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39.

1950C

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1950B

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41.

1950A

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42.

1948A

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43.

1923A

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44.

1941A

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45.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

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46.

1927A

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47.

1006A

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48.

1922A

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49.

1920A

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50.

1915C

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51.

1915B

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52.

1915A

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53.

1912L

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54.

1896A

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55.

1005A

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56.

1870A

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57.

1003A

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58.

1807C

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59.

1807B

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60.

1807A

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61.

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62.

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63.

978B

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64.

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1844A

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67.

1216A

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68.

339A

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69.

34A

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70.

1833C

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71.

1833A

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72.

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73.

1822C

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74.

1822B

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75.

1822A

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76.

1797A

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77.

1814A

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78.

1811A

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79.

1805B

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1805A

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81.

1806A

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82.

1800A

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83.

1796A

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84.

1799A

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85.

1795A

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86.

1788A

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87.

1778A

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88.

1791C

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89.

1791B

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Quality: 52,661 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
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90.

1791A

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91.

1787A

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92.

1790B

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93.

1790A

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94.

1792A

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95.

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96.

1775A1

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97.

1783A

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99.

1779A

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1730A

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103.

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

104.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Tom66's solution](#)

105.

1767A

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Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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106.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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107.

1766A

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Quality: 45,998 global accepts · Rating: 800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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108.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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109.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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110.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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111.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

112.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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113.

1760C

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Quality: 43,817 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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114.

1760B

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Quality: 53,338 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Tom66's solution](#)

115.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,928 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

116.

977A

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

Quality: 217,470 global accepts · Rating: 800 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

117.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

118.

1759A

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Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tom66's solution](#)

119.

1748A

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Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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120.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

121.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Tom66's solution](#)

122.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

123.

1740A

[Factorise N+M](#) · [Tutorial](#)

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124.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[Tom66's solution](#)

125.

1749A

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Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

126.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Tom66's solution](#)

127.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

128.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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129.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

130.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

131.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Tom66's solution](#)

132.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

133.

630A

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Quality: 93,504 global accepts · Rating: 800 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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134.

1650A

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Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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135.

1676C

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[Tom66's solution](#)

136.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,639 global accepts · Rating: 800 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Tom66's solution](#)

137.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,415 global accepts · Rating: 800 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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138.

1741B

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Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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139.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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140.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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141.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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142.

1736A

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143.

1735A

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Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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144.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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145.

1352A

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Quality: 104,102 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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146.

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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147.

1367B

[Even Array](#) · [Tutorial](#)

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148.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tom66's solution](#)

149.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Tom66's solution](#)

150.

1729A

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Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

151.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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152.

1728A

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Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tom66's solution](#)

153.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

154.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

155.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tom66's solution](#)

156.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,454 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

157.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

158.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

159.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

160.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

161.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tom66's solution](#)

162.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Tom66's solution](#)

163.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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164.

1719B

[Mathematical Circus](#) · [Tutorial](#)

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[Tom66's solution](#)

165.

1715A

[Crossmarket](#) · [Tutorial](#)

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[Tom66's solution](#)

166.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Tom66's solution](#)

167.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

168.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tom66's solution](#)

169.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

170.

266B

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

Quality: 166,069 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Tom66's solution](#)

171.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Tom66's solution](#)

172.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Tom66's solution](#)

173.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

174.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

175.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Tom66's solution](#)

176.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Tom66's solution](#)

177.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

178.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[Tom66's solution](#)

179.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

180.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

181.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

182.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

183.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

184.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

185.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

186.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Tom66's solution](#)

187.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

188.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Tom66's solution](#)

189.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

190.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2019-02-02 · last AC: 2022-07-21 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

191.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,763 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

192.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Tom66's solution](#)

193.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Tom66's solution](#)

194.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,167 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tom66's solution](#)

195.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,232 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Tom66's solution](#)

196.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

197.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

198.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,178 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

199.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

200.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

201.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tom66's solution](#)

202.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Tom66's solution](#)

203.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: games

[Tom66's solution](#)

204.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Tom66's solution](#)

205.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

206.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

207.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,737 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

208.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Tom66's solution](#)

209.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

210.

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

211.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

212.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

213.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

214.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

215.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Tom66's solution](#)

216.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,543 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

217.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,528 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

218.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

219.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Tom66's solution](#)

220.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tom66's solution](#)

221.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

222.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Tom66's solution](#)

223.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Tom66's solution](#)

224.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

225.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tom66's solution](#)

226.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

227.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

228.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

229.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

230.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Tom66's solution](#)

231.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

232.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

233.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Tom66's solution](#)

234.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Tom66's solution](#)

235.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · last AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

236.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Tom66's solution](#)

237.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tom66's solution](#)

238.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

239.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

240.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[Tom66's solution](#)

241.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: sortings, strings

[Tom66's solution](#)

242.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy, strings

[Tom66's solution](#)

243.

1551A

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

Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

244.

1530B

[Putting Plates](#) · [Tutorial](#)

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

[Tom66's solution](#)

245.

1530A

[Binary Decimal](#) · [Tutorial](#)

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

[Tom66's solution](#)

246.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

247.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: math, number theory

[Tom66's solution](#)

248.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

249.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,453 global accepts · Rating: 800 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

250.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, math

[Tom66's solution](#)

251.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-02-28 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

252.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

253.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: games, greedy, strings

[Tom66's solution](#)

254.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · last AC: 2020-12-05 · GNU C++11 (first AC) · Tags: math, number theory

[Tom66's solution](#)

255.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

256.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

257.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tom66's solution](#)

258.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

259.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

260.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

261.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: greedy, strings

[Tom66's solution](#)

262.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Tom66's solution](#)

263.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

264.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

265.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,873 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tom66's solution](#)

266.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

267.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

268.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

269.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

270.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,542 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

271.

112A

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

Quality: 287,227 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

272.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

273.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,300 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

274.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

275.

61A

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

Quality: 136,205 global accepts · Rating: 800 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

276.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,685 global accepts · Rating: 800 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

277.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

278.

38A

[Army](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

279.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,748 global accepts · Rating: 800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[Tom66's solution](#)

280.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

281.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

282.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

283.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

284.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: math, probabilities

[Tom66's solution](#)

285.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: *special, implementation

[Tom66's solution](#)

286.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

287.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

288.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

289.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tom66's solution](#)

290.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

291.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

292.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

293.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,342 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

294.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,430 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

295.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

296.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

297.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

298.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tom66's solution](#)

299.

266A

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

Quality: 244,536 global accepts · Rating: 800 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

300.

59A

[Word](#) · [Tutorial](#)

Quality: 227,908 global accepts · Rating: 800 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

301.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,432 global accepts · Rating: 800 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

302.

71A

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

Quality: 503,213 global accepts · Rating: 800 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: strings

[Tom66's solution](#)

303.

1030A

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

Quality: 171,448 global accepts · Rating: 800 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

304.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,968 global accepts · Rating: 800 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

305.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,516 global accepts · Rating: 800 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

306.

546A

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

Quality: 235,192 global accepts · Rating: 800 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tom66's solution](#)

307.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

308.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,660 global accepts · Rating: 800 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

309.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

310.

281A

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

Quality: 270,963 global accepts · Rating: 800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

311.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,830 global accepts · Rating: 800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Tom66's solution](#)

312.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,015 global accepts · Rating: 800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Tom66's solution](#)

313.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: brute force, math

[Tom66's solution](#)

314.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Tom66's solution](#)

315.

791A

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

Quality: 257,199 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

316.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Tom66's solution](#)

317.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

318.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

319.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,496 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

320.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

321.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

322.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

323.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Tom66's solution](#)

324.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

325.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

326.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,722 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

327.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tom66's solution](#)

328.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2023-07-11 · last AC: 2024-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Tom66's solution](#)

329.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tom66's solution](#)

330.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tom66's solution](#)

331.

1954A

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

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

332.

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Tom66's solution](#)

333.

1927B

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

Quality: 38,129 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Tom66's solution](#)

334.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tom66's solution](#)

335.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,373 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

336.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[Tom66's solution](#)

337.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Tom66's solution](#)

338.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,756 global accepts · Rating: 900 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tom66's solution](#)

339.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

340.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Tom66's solution](#)

341.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

342.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

343.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Tom66's solution](#)

344.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

345.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

346.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

347.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

348.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tom66's solution](#)

349.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

350.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

351.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

352.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Tom66's solution](#)

353.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

354.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

355.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

356.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

357.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tom66's solution](#)

358.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,099 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

359.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Tom66's solution](#)

360.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,541 global accepts · Rating: 900 · first AC: 2022-09-06 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

361.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive

[Tom66's solution](#)

362.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

363.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Tom66's solution](#)

364.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

365.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

366.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tom66's solution](#)

367.

1714A

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Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tom66's solution](#)

368.

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Tom66's solution](#)

369.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Tom66's solution](#)

370.

1696B

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

Quality: 36,318 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

371.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

372.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Tom66's solution](#)

373.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

374.

1593B

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

Quality: 40,642 global accepts · Rating: 900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Tom66's solution](#)

375.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tom66's solution](#)

376.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,580 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tom66's solution](#)

377.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[Tom66's solution](#)

378.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

379.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

380.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

381.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: math, sortings

[Tom66's solution](#)

382.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

383.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,000 global accepts · Rating: 900 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

384.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

385.

96A

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Quality: 193,640 global accepts · Rating: 900 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

386.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

387.

44A

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Quality: 17,488 global accepts · Rating: 900 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

388.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,743 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: number theory

[Tom66's solution](#)

389.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Tom66's solution](#)

390.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

391.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

392.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

393.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

394.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

395.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,091 global accepts · Rating: 900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

396.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

397.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

398.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

399.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

400.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

401.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[Tom66's solution](#)

402.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

403.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Tom66's solution](#)

404.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings

[Tom66's solution](#)

405.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,291 global accepts · Rating: 900 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation, schedules

[Tom66's solution](#)

406.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

407.

2147B

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

408.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,236 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

409.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,883 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tom66's solution](#)

410.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Tom66's solution](#)

411.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Tom66's solution](#)

412.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

413.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Tom66's solution](#)

414.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Tom66's solution](#)

415.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Tom66's solution](#)

416.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

417.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · last AC: 2023-05-02 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

418.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tom66's solution](#)

419.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

420.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Tom66's solution](#)

421.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tom66's solution](#)

422.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,263 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Tom66's solution](#)

423.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Tom66's solution](#)

424.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

425.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Tom66's solution](#)

426.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

427.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

428.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

429.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tom66's solution](#)

430.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Tom66's solution](#)

431.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,092 global accepts · Rating: 1000 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Tom66's solution](#)

432.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

433.

1725B

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

Quality: 28,265 global accepts · Rating: 1000 · first AC: 2022-09-04 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

434.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

435.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

436.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Tom66's solution](#)

437.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Tom66's solution](#)

438.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Tom66's solution](#)

439.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[Tom66's solution](#)

440.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings
[Tom66's solution](#)

441.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Tom66's solution](#)

442.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Tom66's solution](#)

443.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[Tom66's solution](#)

444.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Tom66's solution](#)

445.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms
[Tom66's solution](#)

446.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

447.

1362A

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

Quality: 34,078 global accepts · Rating: 1000 · first AC: 2020-06-04 · last AC: 2020-06-09 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

448.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

449.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

450.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

451.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

452.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tom66's solution](#)

453.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

454.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,411 global accepts · Rating: 1000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

455.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

456.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

457.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,350 global accepts · Rating: 1000 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

458.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,985 global accepts · Rating: 1000 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: greedy, strings

[Tom66's solution](#)

459.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

460.

43A

[Football](#) · [Tutorial](#)

Quality: 69,160 global accepts · Rating: 1000 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: strings

[Tom66's solution](#)

461.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

462.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Tom66's solution](#)

463.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

464.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Tom66's solution](#)

465.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[Tom66's solution](#)

466.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: brute force, strings

[Tom66's solution](#)

467.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

468.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Tom66's solution](#)

469.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Tom66's solution](#)

470.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: sortings

[Tom66's solution](#)

471.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

472.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

473.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

474.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

475.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2018-12-07 · last AC: 2019-02-17 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

476.

1111A

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

Quality: 18,095 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Tom66's solution](#)

477.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

478.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Tom66's solution](#)

479.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: math

[Tom66's solution](#)

480.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,480 global accepts · Rating: 1000 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

481.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Tom66's solution](#)

482.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2018-11-19 · last AC: 2018-11-19 · GNU C++11 (first AC) · Tags: sortings

[Tom66's solution](#)

483.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tom66's solution](#)

484.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Tom66's solution](#)

485.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tom66's solution](#)

486.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tom66's solution](#)

487.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Tom66's solution](#)

488.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Tom66's solution](#)

489.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,554 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Tom66's solution](#)

490.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Tom66's solution](#)

491.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Tom66's solution](#)

492.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Tom66's solution](#)

493.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · last AC: 2024-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Tom66's solution](#)

494.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Tom66's solution](#)

495.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Tom66's solution](#)

496.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Tom66's solution](#)

497.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tom66's solution](#)

498.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,488 global accepts · Rating: 1100 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[Tom66's solution](#)

499.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Tom66's solution](#)

500.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

501.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

502.

1800C2

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

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

503.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Tom66's solution](#)

504.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

505.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Tom66's solution](#)

506.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Tom66's solution](#)

507.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Tom66's solution](#)

508.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

509.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-08-25 · last AC: 2022-12-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tom66's solution](#)

510.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Tom66's solution](#)

511.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Tom66's solution](#)

512.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[Tom66's solution](#)

513.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Tom66's solution](#)

514.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Tom66's solution](#)

515.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

516.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

517.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

518.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

519.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Tom66's solution](#)

520.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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521.

1729C

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Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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522.

1726B

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Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Tom66's solution](#)

523.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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524.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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525.

1712C

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Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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526.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2022-07-21 · GNU C++11 (first AC) · Tags: greedy, math, sortings
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527.

1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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528.

1703D

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Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[Tom66's solution](#)

529.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,121 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
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530.

1692D

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Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

implementation

[Tom66's solution](#)

531.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Tom66's solution](#)

532.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

533.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Tom66's solution](#)

534.

1669D

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Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

535.

1637B

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Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Tom66's solution](#)

536.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tom66's solution](#)

537.

1610B

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Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Tom66's solution](#)

538.

1604B

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539.

1593D1

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[Tom66's solution](#)

540.

1594B

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Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

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541.

1574B

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Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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542.

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Tom66's solution](#)

543.

1557B

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544.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms

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545.

1455C

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546.

1407A

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547.

1409B

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Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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548.

1360C

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549.

12B

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550.

103A

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551.

53A

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552.

25B

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553.

1334B

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554.

1333B

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Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · last AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation

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555.

1332A

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556.

1157A

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557.

1293A

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Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

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558.

292A

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559.

651A

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Quality: 24,138 global accepts · Rating: 1100 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

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560.

2149D

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561.

2135A

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562.

514A

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563.

1979C

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[Tom66's solution](#)

564.

1926C

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Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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565.

1954C

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566.

1954B

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567.

1826A

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Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-12-11 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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568.

1941D

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569.

1006C

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570.

1006B

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Quality: 14,655 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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571.

1922B

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Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

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572.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Tom66's solution](#)

573.

999C

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Quality: 20,987 global accepts · Rating: 1200 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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574.

1860B

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Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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575.

1832C

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576.

1822D

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577.

1800D

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Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

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578.

1799B

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Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tom66's solution](#)

579.

1790D

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Quality: 31,559 global accepts · Rating: 1200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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580.

1792B

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Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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581.

1490D

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582.

1763B

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Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

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583.

977C

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Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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584.

1747C

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Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: games
[Tom66's solution](#)

585.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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586.

1742E

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Quality: 38,618 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[Tom66's solution](#)

587.

630R

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Quality: 9,587 global accepts · Rating: 1200 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Tom66's solution](#)

588.

630B

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Quality: 8,363 global accepts · Rating: 1200 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math
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589.

1650C

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Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings
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590.

1738B

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Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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591.

1736B

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Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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592.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[Tom66's solution](#)

593.

1352C

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

Quality: 69,762 global accepts · Rating: 1200 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Tom66's solution](#)

594.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

595.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,748 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Tom66's solution](#)

596.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

597.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Tom66's solution](#)

598.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

599.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

600.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Tom66's solution](#)

601.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Tom66's solution](#)

602.

1671C

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Quality: 25,385 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Tom66's solution](#)

603.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[Tom66's solution](#)

604.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[Tom66's solution](#)

605.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-02-20 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Tom66's solution](#)

606.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Tom66's solution](#)

607.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[Tom66's solution](#)

608.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[Tom66's solution](#)

609.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,809 global accepts · Rating: 1200 · first AC: 2021-08-15 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[Tom66's solution](#)

610.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings
[Tom66's solution](#)

611.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,472 global accepts · Rating: 1200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: data structures, hashing, math
[Tom66's solution](#)

612.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, math
[Tom66's solution](#)

613.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory
[Tom66's solution](#)

614.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · last AC: 2020-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

615.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

616.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

617.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · last AC: 2020-06-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Tom66's solution](#)

618.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Tom66's solution](#)

619.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tom66's solution](#)

620.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

621.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation, number theory

[Tom66's solution](#)

622.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

623.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

624.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · last AC: 2020-04-12 · GNU C++11 (first AC) · Tags: implementation, math

[Tom66's solution](#)

625.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[Tom66's solution](#)

626.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Tom66's solution](#)

627.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

628.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Tom66's solution](#)

629.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Tom66's solution](#)

630.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: binary search, math

[Tom66's solution](#)

631.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Tom66's solution](#)

632.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Tom66's solution](#)

633.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tom66's solution](#)

634.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tom66's solution](#)

635.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Tom66's solution](#)

636.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2024-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Tom66's solution](#)

637.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2024-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tom66's solution](#)

638.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Tom66's solution](#)

639.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

640.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Tom66's solution](#)

641.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2024-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Tom66's solution](#)

642.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,624 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tom66's solution](#)

643.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Tom66's solution](#)

644.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tom66's solution](#)

645.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2024-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Tom66's solution](#)

646.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Tom66's solution](#)

647.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[Tom66's solution](#)

648.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Tom66's solution](#)

649.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Tom66's solution](#)

650.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,520 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Tom66's solution](#)

651.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Tom66's solution](#)

652.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Tom66's solution](#)

653.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[Tom66's solution](#)

654.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Tom66's solution](#)

655.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[Tom66's solution](#)

656.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tom66's solution](#)

657.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Tom66's solution](#)

658.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

659.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

660.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

661.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Tom66's solution](#)

662.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Tom66's solution](#)

663.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Tom66's solution](#)

664.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tom66's solution](#)

665.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Tom66's solution](#)

666.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tom66's solution](#)

667.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

668.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

669.

1676G

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

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tom66's solution](#)

670.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Tom66's solution](#)

671.

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Tom66's solution](#)

672.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Tom66's solution](#)

673.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Tom66's solution](#)

674.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Tom66's solution](#)

675.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

676.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

677.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Tom66's solution](#)

678.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

679.

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Tom66's solution](#)

680.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Tom66's solution](#)

681.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

682.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[Tom66's solution](#)

683.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Tom66's solution](#)

684.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Tom66's solution](#)

685.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Tom66's solution](#)

686.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Tom66's solution](#)

687.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tom66's solution](#)

688.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Tom66's solution](#)

689.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

690.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Tom66's solution](#)

691.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tom66's solution](#)

692.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

693.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

694.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tom66's solution](#)

695.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Tom66's solution](#)

696.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Tom66's solution](#)

697.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

698.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Tom66's solution](#)

699.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Tom66's solution](#)

700.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[Tom66's solution](#)

701.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Tom66's solution](#)

702.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,386 global accepts · Rating: 1300 · first AC: 2020-07-11 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Tom66's solution](#)

703.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Tom66's solution](#)

704.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: math, number theory

[Tom66's solution](#)

705.

4C

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

Quality: 108,131 global accepts · Rating: 1300 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[Tom66's solution](#)

706.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

707.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy

[Tom66's solution](#)

708.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Tom66's solution](#)

709.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tom66's solution](#)

710.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

711.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Tom66's solution](#)

712.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

713.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Tom66's solution](#)

714.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tom66's solution](#)

715.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tom66's solution](#)

716.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[Tom66's solution](#)

717.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Tom66's solution](#)

718.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Tom66's solution](#)

719.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Tom66's solution](#)

720.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,118 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tom66's solution](#)

721.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,322 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Tom66's solution](#)

722.

2127C

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Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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723.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tom66's solution](#)

724.

1932D

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Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

725.

1932C

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Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Tom66's solution](#)

726.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tom66's solution](#)

727.

1974C

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Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
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728.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
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729.

1931E

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Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Tom66's solution](#)

730.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Tom66's solution](#)

731.

1967A

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Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
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732.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
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733.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Tom66's solution](#)

734.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers
[Tom66's solution](#)

735.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Tom66's solution](#)

736.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Tom66's solution](#)

737.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

738.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Tom66's solution](#)

739.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

740.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Tom66's solution](#)

741.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tom66's solution](#)

742.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[Tom66's solution](#)

743.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Tom66's solution](#)

744.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Tom66's solution](#)

745.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

746.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Tom66's solution](#)

747.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Tom66's solution](#)

748.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Tom66's solution](#)

749.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Tom66's solution](#)

750.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

751.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Tom66's solution](#)

752.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Tom66's solution](#)

753.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tom66's solution](#)

754.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

755.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tom66's solution](#)

756.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Tom66's solution](#)

757.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

758.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Tom66's solution](#)

759.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Tom66's solution](#)

760.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

761.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Tom66's solution](#)

762.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Tom66's solution](#)

763.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tom66's solution](#)

764.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Tom66's solution](#)

765.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tom66's solution](#)

766.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Tom66's solution](#)

767.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Tom66's solution](#)

768.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Tom66's solution](#)

769.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Tom66's solution](#)

770.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Tom66's solution](#)

771.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tom66's solution](#)

772.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

773.

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · last AC: 2020-07-02 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Tom66's solution](#)

774.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: brute force

[Tom66's solution](#)

775.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Tom66's solution](#)

776.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[Tom66's solution](#)

777.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: *special, implementation

[Tom66's solution](#)

778.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tom66's solution](#)

779.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

780.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tom66's solution](#)

781.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Tom66's solution](#)

782.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,371 global accepts · Rating: 1400 · first AC: 2018-11-18 · last AC: 2018-11-18 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Tom66's solution](#)

783.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Tom66's solution](#)

784.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tom66's solution](#)

785.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Tom66's solution](#)

786.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Tom66's solution](#)

787.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Tom66's solution](#)

788.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Tom66's solution](#)

789.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[Tom66's solution](#)

790.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Tom66's solution](#)

791.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Tom66's solution](#)

792.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

793.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tom66's solution](#)

794.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tom66's solution](#)

795.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Tom66's solution](#)

796.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Tom66's solution](#)

797.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Tom66's solution](#)

798.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Tom66's solution](#)

799.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Tom66's solution](#)

800.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

801.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Tom66's solution](#)

802.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tom66's solution](#)

803.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tom66's solution](#)

804.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

805.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Tom66's solution](#)

806.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[Tom66's solution](#)

807.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[Tom66's solution](#)

808.

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Tom66's solution](#)

809.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-14 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Tom66's solution](#)

810.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[Tom66's solution](#)

811.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Tom66's solution](#)

812.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[Tom66's solution](#)

813.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[Tom66's solution](#)

814.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math
[Tom66's solution](#)

815.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[Tom66's solution](#)

816.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Tom66's solution](#)

817.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[Tom66's solution](#)

818.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Tom66's solution](#)

819.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tom66's solution](#)

820.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-28 · last AC: 2022-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tom66's solution](#)

821.

1675E

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

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[Tom66's solution](#)

822.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Tom66's solution](#)

823.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Tom66's solution](#)

824.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[Tom66's solution](#)

825.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[Tom66's solution](#)

826.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute

force, math, number theory

[Tom66's solution](#)

827.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Tom66's solution](#)

828.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

829.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[Tom66's solution](#)

830.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[Tom66's solution](#)

831.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Tom66's solution](#)

832.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[Tom66's solution](#)

833.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Tom66's solution](#)

834.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Tom66's solution](#)

835.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: brute force, dp

[Tom66's solution](#)

836.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Tom66's solution](#)

837.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Tom66's solution](#)

838.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Tom66's solution](#)

839.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tom66's solution](#)

840.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tom66's solution](#)

841.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Tom66's solution](#)

842.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Tom66's solution](#)

843.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-07-07 · last AC: 2024-06-04 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Tom66's solution](#)

844.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Tom66's solution](#)

845.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Tom66's solution](#)

846.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

847.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)

848.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Tom66's solution](#)

849.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Tom66's solution](#)

850.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Tom66's solution](#)

851.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2024-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tom66's solution](#)

852.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tom66's solution](#)

853.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

854.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Tom66's solution](#)

855.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Tom66's solution](#)

856.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Tom66's solution](#)

857.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Tom66's solution](#)

858.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Tom66's solution](#)

859.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Tom66's solution](#)

860.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Tom66's solution](#)

861.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[Tom66's solution](#)

862.

1795D

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

Quality: 13,069 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

863.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Tom66's solution](#)

864.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Tom66's solution](#)

865.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

866.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Tom66's solution](#)

867.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

868.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Tom66's solution](#)

869.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Tom66's solution](#)

870.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tom66's solution](#)

871.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

872.

1741E

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

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

873.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Tom66's solution](#)

874.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tom66's solution](#)

875.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Tom66's solution](#)

876.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Tom66's solution](#)

877.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Tom66's solution](#)

878.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Tom66's solution](#)

879.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Tom66's solution](#)

880.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Tom66's solution](#)

881.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Tom66's solution](#)

882.

1671D

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

Quality: 8,458 global accepts · Rating: 1600 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tom66's solution](#)

883.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Tom66's solution](#)

884.

1610C

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

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Tom66's solution](#)

885.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tom66's solution](#)

886.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tom66's solution](#)

887.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Tom66's solution](#)

888.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Tom66's solution](#)

889.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Tom66's solution](#)

890.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, interactive

[Tom66's solution](#)

891.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Tom66's solution](#)

892.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · last AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Tom66's solution](#)

893.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: combinatorics

[Tom66's solution](#)

894.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Tom66's solution](#)

895.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Tom66's solution](#)

896.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Tom66's solution](#)

897.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tom66's solution](#)

898.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Tom66's solution](#)

899.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tom66's solution](#)

900.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Tom66's solution](#)

901.

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures

[Tom66's solution](#)

902.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Tom66's solution](#)

903.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Tom66's solution](#)

904.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Tom66's solution](#)

905.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2023-07-08 · last AC: 2024-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Tom66's solution](#)

906.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tom66's solution](#)

907.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Tom66's solution](#)

908.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Tom66's solution](#)

909.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tom66's solution](#)

910.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Tom66's solution](#)

911.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Tom66's solution](#)

912.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,303 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Tom66's solution](#)

913.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Tom66's solution](#)

914.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

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938.

484A

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1725H

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7C

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1556D

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1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Tom66's solution](#)

1008.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[Tom66's solution](#)

1009.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Tom66's solution](#)

1010.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[Tom66's solution](#)

1011.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, implementation

[Tom66's solution](#)

1012.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Tom66's solution](#)

1013.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Tom66's solution](#)

1014.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Tom66's solution](#)

1015.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Tom66's solution](#)

1016.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Tom66's solution](#)**1017.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Tom66's solution](#)**1018.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[Tom66's solution](#)**1019.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Tom66's solution](#)**1020.**

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Tom66's solution](#)**1021.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Tom66's solution](#)**1022.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Tom66's solution](#)**1023.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Tom66's solution](#)**1024.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Tom66's solution](#)**1025.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Tom66's solution](#)

1026.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Tom66's solution](#)

1027.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Tom66's solution](#)

1028.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Tom66's solution](#)

1029.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Tom66's solution](#)

1030.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Tom66's solution](#)

1031.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Tom66's solution](#)

1032.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1033.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-04 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Tom66's solution](#)

1034.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Tom66's solution](#)

1035.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tom66's solution](#)

1036.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1037.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Tom66's solution](#)

1038.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1039.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Tom66's solution](#)

1040.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tom66's solution](#)

1041.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Tom66's solution](#)

1042.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

1043.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Tom66's solution](#)

1044.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Tom66's solution](#)

1045.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Tom66's solution](#)

1046.

1729F

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

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[Tom66's solution](#)

1047.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tom66's solution](#)

1048.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Tom66's solution](#)

1049.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Tom66's solution](#)

1050.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Tom66's solution](#)

1051.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Tom66's solution](#)

1052.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Tom66's solution](#)

1053.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Tom66's solution](#)

1054.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Tom66's solution](#)

1055.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Tom66's solution](#)

1056.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)**1057.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Tom66's solution](#)**1058.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · last AC: 2020-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Tom66's solution](#)**1059.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tom66's solution](#)**1060.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Tom66's solution](#)**1061.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tom66's solution](#)**1062.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: *special

[Tom66's solution](#)**1063.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Tom66's solution](#)**1064.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Tom66's solution](#)**1065.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Tom66's solution](#)

1066.

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

[Tom66's solution](#)

1067.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-07-12 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tom66's solution](#)

1068.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-07-06 · last AC: 2024-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Tom66's solution](#)

1069.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2023-07-06 · last AC: 2024-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Tom66's solution](#)

1070.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Tom66's solution](#)

1071.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-04-18 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Tom66's solution](#)

1072.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Tom66's solution](#)

1073.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tom66's solution](#)

1074.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Tom66's solution](#)

1075.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[Tom66's solution](#)

1076.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-07-07 · last AC: 2024-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Tom66's solution](#)

1077.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Tom66's solution](#)

1078.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tom66's solution](#)

1079.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Tom66's solution](#)

1080.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1081.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Tom66's solution](#)

1082.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Tom66's solution](#)

1083.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Tom66's solution](#)

1084.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Tom66's solution](#)

1085.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Tom66's solution](#)

1086.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tom66's solution](#)

1087.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-07-16 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Tom66's solution](#)

1088.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Tom66's solution](#)

1089.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Tom66's solution](#)

1090.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tom66's solution](#)

1091.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Tom66's solution](#)

1092.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Tom66's solution](#)

1093.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Tom66's solution](#)

1094.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[Tom66's solution](#)

1095.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Tom66's solution](#)

1096.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[Tom66's solution](#)

1097.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[Tom66's solution](#)

1098.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[Tom66's solution](#)

1099.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
[Tom66's solution](#)

1100.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Tom66's solution](#)

1101.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees
[Tom66's solution](#)

1102.

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[Tom66's solution](#)

1103.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[Tom66's solution](#)

1104.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Tom66's solution](#)

1105.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, brute force, dp
[Tom66's solution](#)

1106.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Tom66's solution](#)

1107.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Tom66's solution](#)

1108.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Tom66's solution](#)

1109.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: *special

[Tom66's solution](#)

1110.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Tom66's solution](#)

1111.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Tom66's solution](#)

1112.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Tom66's solution](#)

1113.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Tom66's solution](#)

1114.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Tom66's solution](#)

1115.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-05-01 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[Tom66's solution](#)

1116.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2024-05-01 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[Tom66's solution](#)

1117.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Tom66's solution](#)

1118.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Tom66's solution](#)

1119.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Tom66's solution](#)

1120.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Tom66's solution](#)

1121.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Tom66's solution](#)

1122.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Tom66's solution](#)

1123.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Tom66's solution](#)

1124.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Tom66's solution](#)

1125.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Tom66's solution](#)

1126.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[Tom66's solution](#)

1127.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Tom66's solution](#)

1128.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Tom66's solution](#)

1129.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Tom66's solution](#)

1130.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tom66's solution](#)

1131.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1132.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Tom66's solution](#)

1133.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tom66's solution](#)

1134.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2022-08-23 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1135.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Tom66's solution](#)

1136.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1137.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Tom66's solution](#)

1138.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Tom66's solution](#)

1139.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[Tom66's solution](#)

1140.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Tom66's solution](#)

1141.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Tom66's solution](#)

1142.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Tom66's solution](#)

1143.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Tom66's solution](#)

1144.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Tom66's solution](#)

1145.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, strings

[Tom66's solution](#)

1146.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[Tom66's solution](#)

1147.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Tom66's solution](#)

1148.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Tom66's solution](#)

1149.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2024-04-18 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tom66's solution](#)

1150.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Tom66's solution](#)

1151.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Tom66's solution](#)

1152.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Tom66's solution](#)

1153.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tom66's solution](#)

1154.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

1155.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tom66's solution](#)

1156.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[Tom66's solution](#)

1157.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Tom66's solution](#)

1158.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Tom66's solution](#)

1159.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Tom66's solution](#)

1160.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Tom66's solution](#)

1161.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Tom66's solution](#)

1162.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tom66's solution](#)

1163.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · last AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Tom66's solution](#)

1164.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Tom66's solution](#)

1165.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[Tom66's solution](#)

1166.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[Tom66's solution](#)

1167.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[Tom66's solution](#)

1168.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Tom66's solution](#)

1169.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory
[Tom66's solution](#)

1170.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[Tom66's solution](#)

1171.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[Tom66's solution](#)

1172.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[Tom66's solution](#)

1173.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers
[Tom66's solution](#)

1174.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Tom66's solution](#)

1175.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Tom66's solution](#)

1176.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Tom66's solution](#)

1177.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Tom66's solution](#)

1178.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Tom66's solution](#)

1179.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Tom66's solution](#)

1180.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Tom66's solution](#)

1181.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Tom66's solution](#)

1182.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Tom66's solution](#)

1183.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Tom66's solution](#)

1184.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Tom66's solution](#)

1185.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Tom66's solution](#)

1186.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Tom66's solution](#)

1187.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-04-18 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Tom66's solution](#)

1188.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Tom66's solution](#)

1189.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Tom66's solution](#)

1190.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tom66's solution](#)

1191.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tom66's solution](#)

1192.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tom66's solution](#)

1193.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Tom66's solution](#)

1194.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tom66's solution](#)

1195.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1196.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Tom66's solution](#)

1197.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Tom66's solution](#)

1198.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Tom66's solution](#)

1199.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Tom66's solution](#)

1200.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-04 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Tom66's solution](#)

1201.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Tom66's solution](#)

1202.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[Tom66's solution](#)

1203.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Tom66's solution](#)

1204.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Tom66's solution](#)

1205.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Tom66's solution](#)

1206.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Tom66's solution](#)

1207.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Tom66's solution](#)

1208.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Tom66's solution](#)

1209.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1210.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Tom66's solution](#)

1211.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: games

[Tom66's solution](#)

1212.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Tom66's solution](#)

1213.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Tom66's solution](#)

1214.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Tom66's solution](#)

1215.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1216.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Tom66's solution](#)

1217.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-02-22 · last AC: 2021-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Tom66's solution](#)

1218.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Tom66's solution](#)

1219.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tom66's solution](#)

1220.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Tom66's solution](#)

1221.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2024-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[Tom66's solution](#)

1222.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Tom66's solution](#)

1223.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Tom66's solution](#)

1224.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Tom66's solution](#)

1225.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Tom66's solution](#)

1226.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Tom66's solution](#)

1227.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tom66's solution](#)

1228.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Tom66's solution](#)

1229.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Tom66's solution](#)

1230.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Tom66's solution](#)

1231.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tom66's solution](#)

1232.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Tom66's solution](#)

1233.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1234.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Tom66's solution](#)

1235.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Tom66's solution](#)

1236.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-01 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[Tom66's solution](#)

1237.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-29 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tom66's solution](#)

1238.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Tom66's solution](#)

1239.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[Tom66's solution](#)

1240.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Tom66's solution](#)

1241.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Tom66's solution](#)

1242.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Tom66's solution](#)

1243.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Tom66's solution](#)

1244.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-08 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Tom66's solution](#)

1245.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Tom66's solution](#)

1246.

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1247.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1248.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Tom66's solution](#)

1249.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Tom66's solution](#)

1250.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Tom66's solution](#)

1251.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Tom66's solution](#)

1252.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Tom66's solution](#)

1253.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Tom66's solution](#)

1254.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Tom66's solution](#)

1255.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Tom66's solution](#)

1256.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1257.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Tom66's solution](#)

1258.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1259.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Tom66's solution](#)

1260.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Tom66's solution](#)

1261.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Tom66's solution](#)

1262.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-11-25 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1263.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Tom66's solution](#)

1264.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Tom66's solution](#)

1265.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Tom66's solution](#)

1266.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Tom66's solution](#)

1267.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tom66's solution](#)

1268.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1269.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Tom66's solution](#)

1270.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Tom66's solution](#)

1271.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Tom66's solution](#)

1272.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Tom66's solution](#)

1273.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tom66's solution](#)

1274.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Tom66's solution](#)

1275.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-05-16 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Tom66's solution](#)

1276.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Tom66's solution](#)

1277.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Tom66's solution](#)

1278.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tom66's solution](#)

1279.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tom66's solution](#)

1280.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Tom66's solution](#)

1281.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tom66's solution](#)

1282.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Tom66's solution](#)

1283.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Tom66's solution](#)

1284.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tom66's solution](#)

1285.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Tom66's solution](#)

1286.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-13 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Tom66's solution](#)

1287.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Tom66's solution](#)

1288.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tom66's solution](#)

1289.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Tom66's solution](#)

1290.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Tom66's solution](#)

1291.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Tom66's solution](#)

1292.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Tom66's solution](#)

1293.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1294.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Tom66's solution](#)

1295.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Tom66's solution](#)

1296.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Tom66's solution](#)

1297.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tom66's solution](#)

1298.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[Tom66's solution](#)

1299.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Tom66's solution](#)

1300.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tom66's solution](#)

1301.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[Tom66's solution](#)

1302.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Tom66's solution](#)

1303.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Tom66's solution](#)

1304.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-07-10 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Tom66's solution](#)

1305.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Tom66's solution](#)

1306.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Tom66's solution](#)

1307.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Tom66's solution](#)

1308.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tom66's solution](#)

1309.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Tom66's solution](#)

1310.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Tom66's solution](#)

1311.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1312.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Tom66's solution](#)

1313.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Tom66's solution](#)

1314.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1315.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-19 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[Tom66's solution](#)

1316.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Tom66's solution](#)

1317.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Tom66's solution](#)

1318.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-12-06 · last AC: 2024-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Tom66's solution](#)

1319.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Tom66's solution](#)

1320.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Tom66's solution](#)

1321.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Tom66's solution](#)

1322.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Tom66's solution](#)

1323.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2022-08-05 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tom66's solution](#)

1324.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[Tom66's solution](#)

1325.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Tom66's solution](#)

1326.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Tom66's solution](#)

1327.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Tom66's solution](#)

1328.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Tom66's solution](#)

1329.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Tom66's solution](#)

1330.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Tom66's solution](#)

1331.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Tom66's solution](#)

1332.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Tom66's solution](#)

1333.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Tom66's solution](#)

1334.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1335.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1336.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tom66's solution](#)

1337.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Tom66's solution](#)

1338.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tom66's solution](#)

1339.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Tom66's solution](#)

1340.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1341.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Tom66's solution](#)

1342.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Tom66's solution](#)

1343.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Tom66's solution](#)

1344.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[Tom66's solution](#)

1345.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tom66's solution](#)

1346.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tom66's solution](#)

1347.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Tom66's solution](#)

1348.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tom66's solution](#)

1349.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Tom66's solution](#)

1350.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[Tom66's solution](#)

1351.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[Tom66's solution](#)

1352.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Tom66's solution](#)

1353.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Tom66's solution](#)

1354.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Tom66's solution](#)

1355.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tom66's solution](#)

1356.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Tom66's solution](#)

1357.

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1358.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1359.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1360.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1361.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1362.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1363.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1364.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1365.

105588M

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

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1366.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1367.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1368.

105657I

[Identify Chord](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1369.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1370.

105657D

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

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1371.

105657M

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

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1372.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1373.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1374.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1375.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1376.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1377.

101808L

[V--o\\$! \\$o--V](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1378.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1379.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1380.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1381.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1382.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1383.

105981G

[Portal 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1384.

105981A

[A Slide B Slide](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1385.

105981I

[The Dream-Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1386.

105981H

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1401.

101208B

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101208H

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101208A

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101208J

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101208I

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101208D

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1408.

101208F

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1409.

104587D

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1410.

104587A

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1411.

104587K

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Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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1412.

104587B

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Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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1413.

104587J

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1414.

104587E

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1415.

104587G

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1416.

104587H

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1417.

104587C

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1418.

104901K

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1419.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1420.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1421.

104901H

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1422.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1423.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1424.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1425.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tom66's solution](#)

1426.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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1427.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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1428.

104857C

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

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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1429.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1430.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tom66's solution](#)

1431.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1432.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1433.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1434.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tom66's solution](#)

1435.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, games

[Tom66's solution](#)

1436.

1939A

[Draw Polygon Lines](#) · [Tutorial](#)

Quality: 30 global accepts · Rating: — · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dp, geometry, interactive

[Tom66's solution](#)

1437.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Tom66's solution](#)

1438.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Tom66's solution](#)

1439.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tom66's solution](#)

1440.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tom66's solution](#)

1441.

101487C

[Casting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tom66's solution](#)

1442.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: —

[Tom66's solution](#)

1443.

100532K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: —

[Tom66's solution](#)

1444.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: —

[Tom66's solution](#)