

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

<https://cfelitetracker.vercel.app>

Unique solved — Tri Phan

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

Sort: Problem rating · easier first

Filters: none

Count: 492

1.

2151A

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

Quality: 17,963 global accepts · Rating: 800 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Tri Phan's solution](#)

2.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tri Phan's solution](#)

3.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tri Phan's solution](#)

4.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tri Phan's solution](#)

5.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tri Phan's solution](#)

6.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tri Phan's solution](#)

7.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tri Phan's solution](#)

8.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Tri Phan's solution](#)

9.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tri Phan's solution](#)

10.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Tri Phan's solution](#)

11.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Tri Phan's solution](#)

12.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Tri Phan's solution](#)

13.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Tri Phan's solution](#)

14.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Tri Phan's solution](#)

15.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Tri Phan's solution](#)

16.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Tri Phan's solution](#)

17.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Tri Phan's solution](#)

18.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Tri Phan's solution](#)

19.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Tri Phan's solution](#)

20.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,687 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Tri Phan's solution](#)

21.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,001 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Tri_Phan's solution](#)

22.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Tri_Phan's solution](#)

23.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tri_Phan's solution](#)

24.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Tri_Phan's solution](#)

25.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

26.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

27.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

28.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

29.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

30.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Tri_Phan's solution](#)

31.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tri_Phan's solution](#)

32.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Tri Phan's solution](#)

33.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,195 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math
[Tri Phan's solution](#)

34.

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: implementation, math
[Tri Phan's solution](#)

35.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,943 global accepts · Rating: 800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: implementation
[Tri Phan's solution](#)

36.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,829 global accepts · Rating: 800 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: math
[Tri Phan's solution](#)

37.

1348A

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

Quality: 42,857 global accepts · Rating: 800 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: greedy, math
[Tri Phan's solution](#)

38.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Tri Phan's solution](#)

39.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,916 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Tri Phan's solution](#)

40.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math
[Tri Phan's solution](#)

41.

1257A

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

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math
[Tri Phan's solution](#)

42.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Tri Phan's solution](#)

43.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force

[Tri_Phan's solution](#)

44.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: implementation

[Tri_Phan's solution](#)

45.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tri_Phan's solution](#)

46.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Tri_Phan's solution](#)

47.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tri_Phan's solution](#)

48.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · FPC (first AC) · Tags: math

[Tri_Phan's solution](#)

49.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · FPC (first AC) · Tags: math

[Tri_Phan's solution](#)

50.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

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

[Tri_Phan's solution](#)

51.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tri_Phan's solution](#)

52.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Tri_Phan's solution](#)

53.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Tri_Phan's solution](#)

54.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tri_Phan's solution](#)

55.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

56.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tri_Phan's solution](#)

57.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tri_Phan's solution](#)

58.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tri_Phan's solution](#)

59.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Tri_Phan's solution](#)

60.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[Tri_Phan's solution](#)

61.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force, data structures

[Tri_Phan's solution](#)

62.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

63.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tri_Phan's solution](#)

64.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

65.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

66.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[Tri_Phan's solution](#)

67.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tri_Phan's solution](#)

68.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tri_Phan's solution](#)

69.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[Tri_Phan's solution](#)

70.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

[Tri_Phan's solution](#)

71.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

72.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Tri_Phan's solution](#)

73.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Tri_Phan's solution](#)

74.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

75.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[Tri_Phan's solution](#)

76.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: implementation, math

[Tri_Phan's solution](#)

77.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[Tri_Phan's solution](#)

78.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

79.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · FPC (first AC) · Tags: implementation

[Tri_Phan's solution](#)

80.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tri_Phan's solution](#)

81.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tri_Phan's solution](#)

82.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tri_Phan's solution](#)

83.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tri_Phan's solution](#)

84.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

85.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

86.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Tri_Phan's solution](#)

87.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[Tri_Phan's solution](#)

88.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings
[Tri_Phan's solution](#)

89.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: greedy, math
[Tri_Phan's solution](#)

90.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[Tri_Phan's solution](#)

91.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Tri_Phan's solution](#)

92.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
[Tri_Phan's solution](#)

93.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math
[Tri_Phan's solution](#)

94.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[Tri_Phan's solution](#)

95.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · last AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[Tri_Phan's solution](#)

96.

1165B

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

Quality: 24,293 global accepts · Rating: 1000 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[Tri_Phan's solution](#)

97.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · FPC (first AC) · Tags: implementation
[Tri_Phan's solution](#)

98.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2019-03-19 · FPC (first AC) · Tags: implementation, math

[Tri Phan's solution](#)

99.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tri Phan's solution](#)

100.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

101.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[Tri Phan's solution](#)

102.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tri Phan's solution](#)

103.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

104.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Tri Phan's solution](#)

105.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Tri Phan's solution](#)

106.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

107.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tri Phan's solution](#)

108.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Tri Phan's solution](#)

109.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Tri Phan's solution](#)

110.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Tri Phan's solution](#)

111.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tri Phan's solution](#)

112.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[Tri Phan's solution](#)

113.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

114.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: math

[Tri Phan's solution](#)

115.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tri Phan's solution](#)

116.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: binary search, implementation

[Tri Phan's solution](#)

117.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math

[Tri Phan's solution](#)

118.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tri Phan's solution](#)

119.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation, math

[Tri Phan's solution](#)

120.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation

[Tri Phan's solution](#)

121.

1857C

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

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

122.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tri Phan's solution](#)

123.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Tri Phan's solution](#)

124.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tri Phan's solution](#)

125.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[Tri Phan's solution](#)

126.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, math

[Tri Phan's solution](#)

127.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tri Phan's solution](#)

128.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[Tri Phan's solution](#)

129.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Tri Phan's solution](#)

130.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Tri_Phan's solution](#)

131.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[Tri_Phan's solution](#)

132.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Tri_Phan's solution](#)

133.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

134.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Tri_Phan's solution](#)

135.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tri_Phan's solution](#)

136.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tri_Phan's solution](#)

137.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[Tri_Phan's solution](#)

138.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · FPC (first AC) · Tags: dp, greedy, math

[Tri_Phan's solution](#)

139.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · FPC (first AC) · Tags: implementation, strings

[Tri_Phan's solution](#)

140.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · FPC (first AC) · Tags: implementation

[Tri_Phan's solution](#)

141.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tri Phan's solution](#)

142.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Tri Phan's solution](#)

143.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Tri Phan's solution](#)

144.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[Tri Phan's solution](#)

145.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tri Phan's solution](#)

146.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tri Phan's solution](#)

147.

1604C

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

Rating: 1300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Tri Phan's solution](#)

148.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Tri Phan's solution](#)

149.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tri Phan's solution](#)

150.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Tri Phan's solution](#)

151.

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Tri Phan's solution](#)

152.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[Tri Phan's solution](#)

153.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: implementation

[Tri Phan's solution](#)

154.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tri Phan's solution](#)

155.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tri Phan's solution](#)

156.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tri Phan's solution](#)

157.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Tri Phan's solution](#)

158.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Tri Phan's solution](#)

159.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Tri Phan's solution](#)

160.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

161.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

162.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,638 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

163.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Tri Phan's solution](#)

164.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tri Phan's solution](#)

165.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,221 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Tri Phan's solution](#)

166.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tri Phan's solution](#)

167.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Tri Phan's solution](#)

168.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Tri Phan's solution](#)

169.

1831C

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

Rating: 1400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tri Phan's solution](#)

170.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tri Phan's solution](#)

171.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Tri Phan's solution](#)

172.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tri Phan's solution](#)

173.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Tri_Phan's solution](#)

174.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Tri_Phan's solution](#)

175.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Tri_Phan's solution](#)

176.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[Tri_Phan's solution](#)

177.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,100 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[Tri_Phan's solution](#)

178.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[Tri_Phan's solution](#)

179.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Tri_Phan's solution](#)

180.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tri_Phan's solution](#)

181.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Tri_Phan's solution](#)

182.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Tri_Phan's solution](#)

183.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[Tri Phan's solution](#)

184.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Tri Phan's solution](#)

185.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tri Phan's solution](#)

186.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

187.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Tri Phan's solution](#)

188.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

189.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Tri Phan's solution](#)

190.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Tri Phan's solution](#)

191.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation

[Tri Phan's solution](#)

192.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

193.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: binary search, math

[Tri Phan's solution](#)

194.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,014 global accepts · Rating: 1400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Tri Phan's solution](#)

195.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[Tri Phan's solution](#)

196.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · FPC (first AC) · Tags: greedy, implementation

[Tri Phan's solution](#)

197.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Tri Phan's solution](#)

198.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Tri Phan's solution](#)

199.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Tri Phan's solution](#)

200.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Tri Phan's solution](#)

201.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tri Phan's solution](#)

202.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Tri Phan's solution](#)

203.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tri Phan's solution](#)

204.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tri Phan's solution](#)

205.

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

206.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Tri_Phan's solution](#)

207.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[Tri_Phan's solution](#)

208.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tri_Phan's solution](#)

209.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[Tri_Phan's solution](#)

210.

1265C

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

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

[Tri_Phan's solution](#)

211.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Tri_Phan's solution](#)

212.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[Tri_Phan's solution](#)

213.

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, greedy

[Tri_Phan's solution](#)

214.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: greedy, math

[Tri_Phan's solution](#)

215.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[Tri_Phan's solution](#)

216.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[Tri_Phan's solution](#)

217.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Tri_Phan's solution](#)

218.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: graphs, implementation

[Tri_Phan's solution](#)

219.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,037 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Tri_Phan's solution](#)

220.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tri_Phan's solution](#)

221.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · FPC (first AC) · Tags: greedy, implementation

[Tri_Phan's solution](#)

222.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · FPC (first AC) · Tags: math

[Tri_Phan's solution](#)

223.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-12 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings

[Tri_Phan's solution](#)

224.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Tri_Phan's solution](#)

225.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Tri_Phan's solution](#)

226.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, hashing, strings

[Tri Phan's solution](#)

227.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Tri Phan's solution](#)

228.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Tri Phan's solution](#)

229.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tri Phan's solution](#)

230.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Tri Phan's solution](#)

231.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Tri Phan's solution](#)

232.

1604D

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

Rating: 1600 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tri Phan's solution](#)

233.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Tri Phan's solution](#)

234.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Tri Phan's solution](#)

235.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Tri Phan's solution](#)

236.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[Tri Phan's solution](#)

237.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Tri_Phan's solution](#)

238.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[Tri_Phan's solution](#)

239.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Tri_Phan's solution](#)

240.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[Tri_Phan's solution](#)

241.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Tri_Phan's solution](#)

242.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[Tri_Phan's solution](#)

243.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

244.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tri_Phan's solution](#)

245.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: math, sortings

[Tri_Phan's solution](#)

246.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tri_Phan's solution](#)

247.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

248.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Tri_Phan's solution](#)

249.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tri_Phan's solution](#)

250.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[Tri_Phan's solution](#)

251.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[Tri_Phan's solution](#)

252.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tri_Phan's solution](#)

253.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Tri_Phan's solution](#)

254.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[Tri_Phan's solution](#)

255.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

256.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-16 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Tri_Phan's solution](#)

257.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tri_Phan's solution](#)

258.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tri_Phan's solution](#)

259.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Tri_Phan's solution](#)

260.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tri_Phan's solution](#)

261.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Tri_Phan's solution](#)

262.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Tri_Phan's solution](#)

263.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Tri_Phan's solution](#)

264.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Tri_Phan's solution](#)

265.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tri_Phan's solution](#)

266.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Tri_Phan's solution](#)

267.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Tri_Phan's solution](#)

268.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Tri_Phan's solution](#)

269.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Tri_Phan's solution](#)

270.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tri_Phan's solution](#)

271.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Tri_Phan's solution](#)

272.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory

[Tri_Phan's solution](#)

273.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[Tri_Phan's solution](#)

274.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tri_Phan's solution](#)

275.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tri_Phan's solution](#)

276.

1341D

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

Rating: 1700 · first AC: 2020-04-24 · last AC: 2020-04-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Tri_Phan's solution](#)

277.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Tri_Phan's solution](#)

278.

1337D

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

Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Tri_Phan's solution](#)

279.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Tri_Phan's solution](#)

280.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Tri_Phan's solution](#)

281.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Tri_Phan's solution](#)

282.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: greedy

[Tri_Phan's solution](#)

283.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Tri_Phan's solution](#)

284.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Tri_Phan's solution](#)

285.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-09 · last AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Tri_Phan's solution](#)

286.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: binary search, greedy

[Tri_Phan's solution](#)

287.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · FPC (first AC) · Tags: math

[Tri_Phan's solution](#)

288.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-12 · FPC (first AC) · Tags: brute force, implementation, math, number theory

[Tri_Phan's solution](#)

289.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Tri_Phan's solution](#)

290.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tri_Phan's solution](#)

291.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Tri_Phan's solution](#)

292.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Tri_Phan's solution](#)

293.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Tri_Phan's solution](#)

294.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Tri_Phan's solution](#)

295.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Tri_Phan's solution](#)

296.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Tri_Phan's solution](#)

297.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Tri_Phan's solution](#)

298.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Tri Phan's solution](#)

299.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Tri Phan's solution](#)

300.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp

[Tri Phan's solution](#)

301.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-08-20 · last AC: 2020-08-20 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

302.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Tri Phan's solution](#)

303.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[Tri Phan's solution](#)

304.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[Tri Phan's solution](#)

305.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Tri Phan's solution](#)

306.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Tri Phan's solution](#)

307.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tri Phan's solution](#)

308.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tri Phan's solution](#)

309.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Tri_Phan's solution](#)

310.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tri_Phan's solution](#)

311.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Tri_Phan's solution](#)

312.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: games, greedy

[Tri_Phan's solution](#)

313.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Tri_Phan's solution](#)

314.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tri_Phan's solution](#)

315.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tri_Phan's solution](#)

316.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Tri_Phan's solution](#)

317.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Tri_Phan's solution](#)

318.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Tri_Phan's solution](#)

319.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Tri Phan's solution](#)

320.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: greedy

[Tri Phan's solution](#)

321.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[Tri Phan's solution](#)

322.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Tri Phan's solution](#)

323.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Tri Phan's solution](#)

324.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Tri Phan's solution](#)

325.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, data structures

[Tri Phan's solution](#)

326.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Tri Phan's solution](#)

327.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Tri Phan's solution](#)

328.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tri Phan's solution](#)

329.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2019-07-21 · last AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

[Tri Phan's solution](#)

330.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Tri_Phan's solution](#)

331.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: brute force

[Tri_Phan's solution](#)

332.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[Tri_Phan's solution](#)

333.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: brute force, geometry

[Tri_Phan's solution](#)

334.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-05-06 · last AC: 2019-05-06 · GNU C++11 (first AC) · Tags: dp

[Tri_Phan's solution](#)

335.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Tri_Phan's solution](#)

336.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Tri_Phan's solution](#)

337.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[Tri_Phan's solution](#)

338.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[Tri_Phan's solution](#)

339.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Tri_Phan's solution](#)

340.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, implementation, math, strings

[Tri Phan's solution](#)

341.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Tri Phan's solution](#)

342.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Tri Phan's solution](#)

343.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Tri Phan's solution](#)

344.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tri Phan's solution](#)

345.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Tri Phan's solution](#)

346.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2000 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Tri Phan's solution](#)

347.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Tri Phan's solution](#)

348.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Tri Phan's solution](#)

349.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Tri Phan's solution](#)

350.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[Tri Phan's solution](#)

351.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tri Phan's solution](#)

352.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[Tri Phan's solution](#)

353.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Tri Phan's solution](#)

354.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Tri Phan's solution](#)

355.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[Tri Phan's solution](#)

356.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Tri Phan's solution](#)

357.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: implementation

[Tri Phan's solution](#)

358.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tri Phan's solution](#)

359.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Tri Phan's solution](#)

360.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Tri Phan's solution](#)

361.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

math, strings

[Tri Phan's solution](#)

362.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Tri Phan's solution](#)

363.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Tri Phan's solution](#)

364.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tri Phan's solution](#)

365.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Tri Phan's solution](#)

366.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Tri Phan's solution](#)

367.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-11-19 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tri Phan's solution](#)

368.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Tri Phan's solution](#)

369.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Tri Phan's solution](#)

370.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Tri Phan's solution](#)

371.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Tri Phan's solution](#)

372.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[Tri Phan's solution](#)

373.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Tri Phan's solution](#)

374.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Tri Phan's solution](#)

375.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Tri Phan's solution](#)

376.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Tri Phan's solution](#)

377.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Tri Phan's solution](#)

378.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Tri Phan's solution](#)

379.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Tri Phan's solution](#)

380.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Tri Phan's solution](#)

381.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Tri Phan's solution](#)

382.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Tri_Phan's solution](#)

383.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Tri_Phan's solution](#)

384.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Tri_Phan's solution](#)

385.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[Tri_Phan's solution](#)

386.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-09-17 · last AC: 2020-09-17 · GNU C++11 (first AC) · Tags: greedy

[Tri_Phan's solution](#)

387.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Tri_Phan's solution](#)

388.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tri_Phan's solution](#)

389.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: brute force, dp

[Tri_Phan's solution](#)

390.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Tri_Phan's solution](#)

391.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Tri_Phan's solution](#)

392.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Tri_Phan's solution](#)

393.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings

[Tri_Phan's solution](#)

394.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Tri_Phan's solution](#)

395.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-12-03 · last AC: 2019-12-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Tri_Phan's solution](#)

396.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dp

[Tri_Phan's solution](#)

397.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Tri_Phan's solution](#)

398.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: dp

[Tri_Phan's solution](#)

399.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Tri_Phan's solution](#)

400.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Tri_Phan's solution](#)

401.

1861E

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

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Tri_Phan's solution](#)

402.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Tri Phan's solution](#)

403.

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Tri Phan's solution](#)

404.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2020-12-19 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Tri Phan's solution](#)

405.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[Tri Phan's solution](#)

406.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tri Phan's solution](#)

407.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[Tri Phan's solution](#)

408.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp

[Tri Phan's solution](#)

409.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: data structures

[Tri Phan's solution](#)

410.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[Tri Phan's solution](#)

411.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Tri Phan's solution](#)

412.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Tri Phan's solution](#)

413.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Tri_Phan's solution](#)

414.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Tri_Phan's solution](#)

415.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Tri_Phan's solution](#)

416.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Tri_Phan's solution](#)

417.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tri_Phan's solution](#)

418.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Tri_Phan's solution](#)

419.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Tri_Phan's solution](#)

420.

1074D

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

Rating: 2400 · first AC: 2020-09-20 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[Tri_Phan's solution](#)

421.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Tri_Phan's solution](#)

422.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tri_Phan's solution](#)

423.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-04 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[Tri_Phan's solution](#)

424.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Tri_Phan's solution](#)

425.

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-30 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Tri_Phan's solution](#)

426.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Tri_Phan's solution](#)

427.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Tri_Phan's solution](#)

428.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Tri_Phan's solution](#)

429.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Tri_Phan's solution](#)

430.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Tri_Phan's solution](#)

431.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-09-26 · last AC: 2020-09-26 · GNU C++11 (first AC) · Tags: dp, trees

[Tri_Phan's solution](#)

432.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2020-08-23 · last AC: 2020-08-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[Tri_Phan's solution](#)

433.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[Tri_Phan's solution](#)

434.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-12-03 · last AC: 2019-12-03 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[Tri_Phan's solution](#)

435.

1828E

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

Rating: 2600 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, strings
[Tri_Phan's solution](#)

436.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing
[Tri_Phan's solution](#)

437.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[Tri_Phan's solution](#)

438.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[Tri_Phan's solution](#)

439.

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Tri_Phan's solution](#)

440.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[Tri_Phan's solution](#)

441.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, greedy
[Tri_Phan's solution](#)

442.

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[Tri_Phan's solution](#)

443.

1337F

[Yui and Mahjong Set](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: interactive, math

[Tri Phan's solution](#)

444.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

445.

104596H

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

Rating: — · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

446.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

447.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

448.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

449.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

450.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

451.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

452.

105394G

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

Rating: — · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

453.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

454.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

455.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

456.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

457.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

458.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tri_Phan's solution](#)

459.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tri_Phan's solution](#)

460.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

461.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

462.

105493G

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

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

463.

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

464.

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri_Phan's solution](#)

465.

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

466.

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

467.

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tri Phan's solution](#)

468.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

469.

104270D

[Magic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

470.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

471.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

472.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

473.

104270M

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

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[Tri Phan's solution](#)

474.

104172L

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

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

475.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tri Phan's solution](#)

476.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

477.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

478.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

479.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

480.

104452F

[Square transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

481.

104452H

[Chess knight on the curb stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

482.

104452M

[Beautiful hockey](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

483.

104452E

[The Highlanders' Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

484.

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

485.

104452I

[Pharaoh hEx](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

486.

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri_Phan's solution](#)

487.

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

488.

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

489.

104452D

[Professor R's. Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

490.

104452B

[Time to reap the harvest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

491.

104452A

[Motivation problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tri Phan's solution](#)

492.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: —

[Tri Phan's solution](#)