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Unique solved — US3RN4M3

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

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Count: 473

1.

2207A

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3.

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2127A

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6.

2122A

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13.

2003A

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19.

1806A

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20.

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1792A

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24.

1777A

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4A

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1782A

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1746B

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1730A

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42.

1392B

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- 43.**
1392A
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1728A
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1697A
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56.

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59.

1678B1

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61.

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63.

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1665A

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1658A
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1651B
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1651A
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1647A
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1649A
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76.

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78.

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79.

282A

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80.

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81.

344A

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82.

112A

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83.

263A

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84.

236A

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85.

1637A

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87.

231A

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88.

1633B

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89.

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90.

1632A

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91.

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92.

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93.

1602A

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94.

1604A

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95.

1509A

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97.

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99.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[US3RN4M3's solution](#)

100.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[US3RN4M3's solution](#)

101.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[US3RN4M3's solution](#)

102.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[US3RN4M3's solution](#)

103.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[US3RN4M3's solution](#)

104.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[US3RN4M3's solution](#)

105.

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[US3RN4M3's solution](#)

106.

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[US3RN4M3's solution](#)

107.

1624A

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

Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[US3RN4M3's solution](#)

108.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[US3RN4M3's solution](#)

109.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[US3RN4M3's solution](#)

110.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[US3RN4M3's solution](#)

111.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[US3RN4M3's solution](#)

112.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[US3RN4M3's solution](#)

113.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[US3RN4M3's solution](#)

114.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[US3RN4M3's solution](#)

115.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[US3RN4M3's solution](#)

116.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[US3RN4M3's solution](#)

117.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[US3RN4M3's solution](#)

118.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[US3RN4M3's solution](#)

119.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[US3RN4M3's solution](#)

120.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[US3RN4M3's solution](#)

121.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[US3RN4M3's solution](#)

122.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[US3RN4M3's solution](#)

123.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,201 global accepts · Rating: 800 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[US3RN4M3's solution](#)

124.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[US3RN4M3's solution](#)

125.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[US3RN4M3's solution](#)

126.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[US3RN4M3's solution](#)

127.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[US3RN4M3's solution](#)

128.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[US3RN4M3's solution](#)

129.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[US3RN4M3's solution](#)

130.

1726A

[Mainak and Array](#) · Tutorial

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[US3RN4M3's solution](#)

131.

1696B

[NIT Destroys the Universe](#) · Tutorial

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[US3RN4M3's solution](#)

132.

1697B

[Promo](#) · Tutorial

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[US3RN4M3's solution](#)

133.

1679A

[AvtoBus](#) · Tutorial

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[US3RN4M3's solution](#)

134.

1665B

[Array Cloning Technique](#) · Tutorial

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[US3RN4M3's solution](#)

135.

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[US3RN4M3's solution](#)

136.

1609A

[Divide and Multiply](#) · Tutorial

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[US3RN4M3's solution](#)

137.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[US3RN4M3's solution](#)

138.

1613A

[Long Comparison](#) · Tutorial

Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[US3RN4M3's solution](#)

139.

1624B

[Make AP](#) · Tutorial

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[US3RN4M3's solution](#)

140.

1617B

[GCD Problem](#) · Tutorial

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[US3RN4M3's solution](#)

141.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[US3RN4M3's solution](#)

142.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[US3RN4M3's solution](#)

143.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[US3RN4M3's solution](#)

144.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[US3RN4M3's solution](#)

145.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[US3RN4M3's solution](#)

146.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[US3RN4M3's solution](#)

147.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: brute force, math

[US3RN4M3's solution](#)

148.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: math, number theory

[US3RN4M3's solution](#)

149.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[US3RN4M3's solution](#)

150.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[US3RN4M3's solution](#)

151.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[US3RN4M3's solution](#)

152.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,408 global accepts · Rating: 1000 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[US3RN4M3's solution](#)

153.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[US3RN4M3's solution](#)

154.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[US3RN4M3's solution](#)

155.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[US3RN4M3's solution](#)

156.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[US3RN4M3's solution](#)

157.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[US3RN4M3's solution](#)

158.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[US3RN4M3's solution](#)

159.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[US3RN4M3's solution](#)

160.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[US3RN4M3's solution](#)

161.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[US3RN4M3's solution](#)

162.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[US3RN4M3's solution](#)

163.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[US3RN4M3's solution](#)

164.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[US3RN4M3's solution](#)

165.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[US3RN4M3's solution](#)

166.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[US3RN4M3's solution](#)

167.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[US3RN4M3's solution](#)

168.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[US3RN4M3's solution](#)

169.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[US3RN4M3's solution](#)

170.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[US3RN4M3's solution](#)

171.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[US3RN4M3's solution](#)

172.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[US3RN4M3's solution](#)

173.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[US3RN4M3's solution](#)

174.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[US3RN4M3's solution](#)

175.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[US3RN4M3's solution](#)

176.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[US3RN4M3's solution](#)

177.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[US3RN4M3's solution](#)

178.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[US3RN4M3's solution](#)

179.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[US3RN4M3's solution](#)

180.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[US3RN4M3's solution](#)

181.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[US3RN4M3's solution](#)

182.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[US3RN4M3's solution](#)

183.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[US3RN4M3's solution](#)

184.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[US3RN4M3's solution](#)

185.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[US3RN4M3's solution](#)

186.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[US3RN4M3's solution](#)

187.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[US3RN4M3's solution](#)

188.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[US3RN4M3's solution](#)

189.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[US3RN4M3's solution](#)

190.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[US3RN4M3's solution](#)

191.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[US3RN4M3's solution](#)

192.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[US3RN4M3's solution](#)

193.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[US3RN4M3's solution](#)

194.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[US3RN4M3's solution](#)

195.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[US3RN4M3's solution](#)

196.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[US3RN4M3's solution](#)

197.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[US3RN4M3's solution](#)

198.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[US3RN4M3's solution](#)

199.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[US3RN4M3's solution](#)

200.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[US3RN4M3's solution](#)

201.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[US3RN4M3's solution](#)

202.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[US3RN4M3's solution](#)

203.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[US3RN4M3's solution](#)

204.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[US3RN4M3's solution](#)

205.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[US3RN4M3's solution](#)

206.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[US3RN4M3's solution](#)

207.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[US3RN4M3's solution](#)

208.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[US3RN4M3's solution](#)

209.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[US3RN4M3's solution](#)

210.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[US3RN4M3's solution](#)

211.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[US3RN4M3's solution](#)

212.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[US3RN4M3's solution](#)

213.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[US3RN4M3's solution](#)

214.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[US3RN4M3's solution](#)

215.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[US3RN4M3's solution](#)

216.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[US3RN4M3's solution](#)

217.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[US3RN4M3's solution](#)

218.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[US3RN4M3's solution](#)

219.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[US3RN4M3's solution](#)

220.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[US3RN4M3's solution](#)

221.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[US3RN4M3's solution](#)

222.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[US3RN4M3's solution](#)

223.

1585C

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

Quality: 12,823 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[US3RN4M3's solution](#)

224.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[US3RN4M3's solution](#)

225.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[US3RN4M3's solution](#)

226.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[US3RN4M3's solution](#)

227.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[US3RN4M3's solution](#)

228.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[US3RN4M3's solution](#)

229.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[US3RN4M3's solution](#)

230.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[US3RN4M3's solution](#)

231.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[US3RN4M3's solution](#)

232.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[US3RN4M3's solution](#)

233.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[US3RN4M3's solution](#)

234.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[US3RN4M3's solution](#)

235.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[US3RN4M3's solution](#)

236.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[US3RN4M3's solution](#)

237.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[US3RN4M3's solution](#)

238.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[US3RN4M3's solution](#)

239.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[US3RN4M3's solution](#)

240.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[US3RN4M3's solution](#)

241.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[US3RN4M3's solution](#)

242.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[US3RN4M3's solution](#)

243.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[US3RN4M3's solution](#)

244.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[US3RN4M3's solution](#)

245.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy
[US3RN4M3's solution](#)

246.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[US3RN4M3's solution](#)

247.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[US3RN4M3's solution](#)

248.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[US3RN4M3's solution](#)

249.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[US3RN4M3's solution](#)

250.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[US3RN4M3's solution](#)

251.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[US3RN4M3's solution](#)

252.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[US3RN4M3's solution](#)

253.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[US3RN4M3's solution](#)

254.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[US3RN4M3's solution](#)

255.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[US3RN4M3's solution](#)

256.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[US3RN4M3's solution](#)

257.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[US3RN4M3's solution](#)

258.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[US3RN4M3's solution](#)

259.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[US3RN4M3's solution](#)

260.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[US3RN4M3's solution](#)

261.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[US3RN4M3's solution](#)

262.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[US3RN4M3's solution](#)

263.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[US3RN4M3's solution](#)

264.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[US3RN4M3's solution](#)

265.

1624D

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

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

strings

[US3RN4M3's solution](#)

266.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[US3RN4M3's solution](#)

267.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[US3RN4M3's solution](#)

268.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[US3RN4M3's solution](#)

269.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[US3RN4M3's solution](#)

270.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[US3RN4M3's solution](#)

271.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[US3RN4M3's solution](#)

272.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[US3RN4M3's solution](#)

273.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[US3RN4M3's solution](#)

274.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[US3RN4M3's solution](#)

275.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: greedy, math

[US3RN4M3's solution](#)

276.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[US3RN4M3's solution](#)

277.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[US3RN4M3's solution](#)

278.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[US3RN4M3's solution](#)

279.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[US3RN4M3's solution](#)

280.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[US3RN4M3's solution](#)

281.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[US3RN4M3's solution](#)

282.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[US3RN4M3's solution](#)

283.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[US3RN4M3's solution](#)

284.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[US3RN4M3's solution](#)

285.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[US3RN4M3's solution](#)

286.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[US3RN4M3's solution](#)

287.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[US3RN4M3's solution](#)

288.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[US3RN4M3's solution](#)

289.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[US3RN4M3's solution](#)

290.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[US3RN4M3's solution](#)

291.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[US3RN4M3's solution](#)

292.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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293.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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294.

1611D

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295.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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296.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

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297.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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298.

2018A

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Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

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299.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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300.

1782C

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Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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301.

1779C

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Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[US3RN4M3's solution](#)

302.

1774D

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Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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303.

1753B

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304.

1730B

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305.

1511D

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306.

1678C

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Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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307.

1665C

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Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

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308.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

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309.

660C

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310.

1612D

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[US3RN4M3's solution](#)

311.

1610C

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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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312.

1633D

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Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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313.

1632C

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Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[US3RN4M3's solution](#)

314.

1234D

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Quality: 18,594 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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315.

1539D

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Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[US3RN4M3's solution](#)

316.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[US3RN4M3's solution](#)

317.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[US3RN4M3's solution](#)

318.

1582D

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[US3RN4M3's solution](#)

319.

1593E

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Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[US3RN4M3's solution](#)

320.

1603B

[Moderate Modular Mode · Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[US3RN4M3's solution](#)

321.

1607E

[Robot on the Board 1 · Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[US3RN4M3's solution](#)

322.

1623C

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Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[US3RN4M3's solution](#)

323.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[US3RN4M3's solution](#)

324.

1567C

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325.

1458A

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Quality: 25,299 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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326.

2178D

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327.

2147D

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Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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328.

2023B

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329.

2018C

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Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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330.

2006A

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Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[US3RN4M3's solution](#)

331.

1792D

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332.

1777C

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Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

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333.

1779D

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334.

1765D

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335.

1681D

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Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

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336.

1678D

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Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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337.

1661C

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338.

1658C

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Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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339.

1644D

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Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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340.

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

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341.

1626C

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342.

1625C

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[US3RN4M3's solution](#)

343.

1237C1

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

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[US3RN4M3's solution](#)

344.

1618E

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345.

1550C

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[US3RN4M3's solution](#)

346.

1249E

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Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[US3RN4M3's solution](#)

347.

2196C1

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[US3RN4M3's solution](#)

348.

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[US3RN4M3's solution](#)

349.

2127D

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Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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350.

1912K

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[US3RN4M3's solution](#)

351.

2006B

[Iris and the Tree · Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[US3RN4M3's solution](#)

352.

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[US3RN4M3's solution](#)

353.

1782D

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Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[US3RN4M3's solution](#)

354.

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[US3RN4M3's solution](#)

355.

1728D

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Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[US3RN4M3's solution](#)

356.

1718A1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[US3RN4M3's solution](#)

357.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[US3RN4M3's solution](#)

358.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[US3RN4M3's solution](#)

359.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[US3RN4M3's solution](#)

360.

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[US3RN4M3's solution](#)

361.

1575D

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Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[US3RN4M3's solution](#)

362.

1509C

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Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[US3RN4M3's solution](#)

363.

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[US3RN4M3's solution](#)

364.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[US3RN4M3's solution](#)

365.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[US3RN4M3's solution](#)

366.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[US3RN4M3's solution](#)

367.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[US3RN4M3's solution](#)

368.

1912A

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[US3RN4M3's solution](#)

369.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[US3RN4M3's solution](#)

370.

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[US3RN4M3's solution](#)

371.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[US3RN4M3's solution](#)

372.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[US3RN4M3's solution](#)

373.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[US3RN4M3's solution](#)

374.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[US3RN4M3's solution](#)

375.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[US3RN4M3's solution](#)

376.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[US3RN4M3's solution](#)

377.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[US3RN4M3's solution](#)

378.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[US3RN4M3's solution](#)

379.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[US3RN4M3's solution](#)

380.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[US3RN4M3's solution](#)

381.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[US3RN4M3's solution](#)

382.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[US3RN4M3's solution](#)

383.

1546D

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

Rating: 1900 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[US3RN4M3's solution](#)

384.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[US3RN4M3's solution](#)

385.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[US3RN4M3's solution](#)

386.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[US3RN4M3's solution](#)

387.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[US3RN4M3's solution](#)

388.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[US3RN4M3's solution](#)

389.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[US3RN4M3's solution](#)

390.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[US3RN4M3's solution](#)

391.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[US3RN4M3's solution](#)

392.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[US3RN4M3's solution](#)

393.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[US3RN4M3's solution](#)

394.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[US3RN4M3's solution](#)

395.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[US3RN4M3's solution](#)

396.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[US3RN4M3's solution](#)

397.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[US3RN4M3's solution](#)

398.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[US3RN4M3's solution](#)

399.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[US3RN4M3's solution](#)

400.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[US3RN4M3's solution](#)

401.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[US3RN4M3's solution](#)

402.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[US3RN4M3's solution](#)

403.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[US3RN4M3's solution](#)

404.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[US3RN4M3's solution](#)

405.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[US3RN4M3's solution](#)

406.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[US3RN4M3's solution](#)

407.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[US3RN4M3's solution](#)

408.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[US3RN4M3's solution](#)

409.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[US3RN4M3's solution](#)

410.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[US3RN4M3's solution](#)

411.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[US3RN4M3's solution](#)

412.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[US3RN4M3's solution](#)

413.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[US3RN4M3's solution](#)

414.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[US3RN4M3's solution](#)

415.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[US3RN4M3's solution](#)

416.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[US3RN4M3's solution](#)

417.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[US3RN4M3's solution](#)

418.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[US3RN4M3's solution](#)

419.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[US3RN4M3's solution](#)

420.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[US3RN4M3's solution](#)

421.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[US3RN4M3's solution](#)

422.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[US3RN4M3's solution](#)

423.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[US3RN4M3's solution](#)

424.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[US3RN4M3's solution](#)

425.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[US3RN4M3's solution](#)

426.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[US3RN4M3's solution](#)

427.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

428.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[US3RN4M3's solution](#)

429.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[US3RN4M3's solution](#)

430.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[US3RN4M3's solution](#)

431.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[US3RN4M3's solution](#)

432.

1912H

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

Quality: 608 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[US3RN4M3's solution](#)

433.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[US3RN4M3's solution](#)

434.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[US3RN4M3's solution](#)

435.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[US3RN4M3's solution](#)

436.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[US3RN4M3's solution](#)

437.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[US3RN4M3's solution](#)

438.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[US3RN4M3's solution](#)

439.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[US3RN4M3's solution](#)

440.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[US3RN4M3's solution](#)

441.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[US3RN4M3's solution](#)

442.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[US3RN4M3's solution](#)

443.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[US3RN4M3's solution](#)

444.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[US3RN4M3's solution](#)

445.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[US3RN4M3's solution](#)

446.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[US3RN4M3's solution](#)

447.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[US3RN4M3's solution](#)

448.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

449.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

450.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

451.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

452.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

453.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

454.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

455.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

456.

104875I

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

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

457.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

458.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

459.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

460.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

461.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

462.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

463.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

464.

104757H

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

Rating: — · first AC: 2024-03-15 · Python 3 (first AC) · Tags: —

[US3RN4M3's solution](#)

465.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

466.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · Python 3 (first AC) · Tags: —

[US3RN4M3's solution](#)

467.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

468.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · Python 3 (first AC) · Tags: —

[US3RN4M3's solution](#)

469.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

470.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[US3RN4M3's solution](#)

471.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[US3RN4M3's solution](#)

472.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[US3RN4M3's solution](#)

473.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[US3RN4M3's solution](#)