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Unique solved — Valaki2

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

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Count: 670

1.

2107A

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3.

1969A

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1942A

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5.

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6.

1901A

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7.

1902A

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1907A

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9.

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10.

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1915A

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1915B

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1915C

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18.

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71A

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26.

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27.

1611A

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28.

1607A

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1582A

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1579A

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33.

344A

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34.

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38.

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40.

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54.

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58.

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1305A

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1311A

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71.

1315A

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72.

1542A

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75.

1325B

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78.

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81.

1353B

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87.

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88.

677A

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91.

1367B

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92.

734A

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93.

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94.

110A

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95.

1538B

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96.

1538A

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97.

1370A

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98.

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99.

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100.

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102.

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103.

1385A

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104.

1526A

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105.

1385B

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106.

1523A

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107.

1388A

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theory

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108.

1389A

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109.

1391A

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110.

1391B

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111.

1392A

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112.

1529A

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113.

1392B

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114.

1393A

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115.

1398A

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116.

1527A

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117.

1398B

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118.

1525A

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119.

1399A

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120.

1399B

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121.

1400A

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122.

1405A

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123.

1409A

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124.

1413A

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125.

1417A

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126.

1415A

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127.

1421A

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128.

1422A

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129.

1426A

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130.

1436A

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131.

1443A

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132.

1445A

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133.

1352A

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134.

1520B

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135.

1520A

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136.

1450A

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137.

1453A

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138.

1515A

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139.

1519B

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140.

1519A

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141.

266B

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142.

59A

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143.

116A

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144.

617A

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977A

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546A

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147.

266A

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148.

281A

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149.

339A

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150.

263A

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151.

112A

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152.

282A

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153.

50A

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154.

158A

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155.

231A

[Team](#) · [Tutorial](#)

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156.

1382A

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157.

1077A

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158.

1303A

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159.

1517A

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160.

1459A

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161.

1462A

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162.

1462B

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163.

1516A

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164.

1514A

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165.

1468E

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166.

1474A

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167.

1509A

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168.

1511A

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169.

1513A

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170.

1512B

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171.

1512A

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172.

1480A

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173.

1504A

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174.

1283A

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175.

1487A

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176.

1498A

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177.

1316A

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178.

1506A

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179.

1490A

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180.

1484A

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181.

1493A

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182.

1499A

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Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Valaki2's solution](#)

183.

1497A

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184.

1491A

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185.

1492A

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186.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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187.

1478A

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188.

1473A

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189.

855A

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190.

1472B

[Fair Division](#) · [Tutorial](#)

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191.

1472A

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192.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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193.

1466B

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

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194.

1466A

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195.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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196.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

197.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Valaki2's solution](#)

198.

1454B

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199.

1454A

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Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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200.

1451A

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201.

1452C

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Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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202.

1452A

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Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

203.

1440A

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204.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Valaki2's solution](#)

205.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

206.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Valaki2's solution](#)

207.

1433A

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

Quality: 62,658 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Valaki2's solution](#)

208.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[Valaki2's solution](#)

209.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Valaki2's solution](#)

210.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Valaki2's solution](#)

211.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Valaki2's solution](#)

212.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Valaki2's solution](#)

213.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,100 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Valaki2's solution](#)

214.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Valaki2's solution](#)

215.

791A

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

Quality: 257,283 global accepts · Rating: 800 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Valaki2's solution](#)

216.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Valaki2's solution](#)

217.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

218.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Valaki2's solution](#)

219.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Valaki2's solution](#)

220.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

221.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,959 global accepts · Rating: 900 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Valaki2's solution](#)

222.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Valaki2's solution](#)

223.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

224.

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

[Valaki2's solution](#)

225.

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Valaki2's solution](#)

226.

1593B

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

Quality: 40,657 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Valaki2's solution](#)

227.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

228.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

229.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Valaki2's solution](#)

230.

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

[Valaki2's solution](#)

231.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,205 global accepts · Rating: 900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Valaki2's solution](#)

232.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Valaki2's solution](#)

233.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Valaki2's solution](#)

234.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Valaki2's solution](#)

235.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,965 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Valaki2's solution](#)

236.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

237.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,343 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Valaki2's solution](#)

238.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,321 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

239.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

240.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Valaki2's solution](#)

241.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

242.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Valaki2's solution](#)

243.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Valaki2's solution](#)

244.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

245.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,082 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Valaki2's solution](#)

246.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Valaki2's solution](#)

247.

1505A

[Is it rated - 2](#) · [Tutorial](#)

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

[Valaki2's solution](#)

248.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

249.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[Valaki2's solution](#)

250.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Valaki2's solution](#)

251.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Valaki2's solution](#)

252.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Valaki2's solution](#)

253.

115A

[Party](#) · [Tutorial](#)

Quality: 43,363 global accepts · Rating: 900 · first AC: 2020-04-25 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Valaki2's solution](#)

254.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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

[Valaki2's solution](#)

255.

1475B

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

Quality: 57,264 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Valaki2's solution](#)

256.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,847 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Valaki2's solution](#)

257.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

258.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Valaki2's solution](#)

259.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Valaki2's solution](#)

260.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Valaki2's solution](#)

261.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Valaki2's solution](#)

262.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Valaki2's solution](#)

263.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

264.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

265.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

266.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Valaki2's solution](#)

267.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Valaki2's solution](#)

268.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Valaki2's solution](#)

269.

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

270.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Valaki2's solution](#)

271.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Valaki2's solution](#)

272.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Valaki2's solution](#)

273.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Valaki2's solution](#)

274.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Valaki2's solution](#)

275.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,817 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Valaki2's solution](#)

276.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Valaki2's solution](#)

277.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,405 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Valaki2's solution](#)

278.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Valaki2's solution](#)

279.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

280.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

281.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Valaki2's solution](#)

282.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Valaki2's solution](#)

283.

1465B

[Fair Numbers](#) · [Tutorial](#)

Quality: 1000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Valaki2's solution](#)

284.

1506C

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

Quality: 35,641 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Valaki2's solution](#)

285.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Valaki2's solution](#)

286.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Valaki2's solution](#)

287.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2020-05-13 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Valaki2's solution](#)

288.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Valaki2's solution](#)

289.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Valaki2's solution](#)

290.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

291.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

292.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Valaki2's solution](#)

293.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,861 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

294.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Valaki2's solution](#)

295.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Valaki2's solution](#)

296.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

297.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Valaki2's solution](#)

298.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,821 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Valaki2's solution](#)

299.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Valaki2's solution](#)

300.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Valaki2's solution](#)

301.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Valaki2's solution](#)

302.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Valaki2's solution](#)

303.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Valaki2's solution](#)

304.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Valaki2's solution](#)

305.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Valaki2's solution](#)

306.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,621 global accepts · Rating: 1100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Valaki2's solution](#)

307.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Valaki2's solution](#)

308.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Valaki2's solution](#)

309.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Valaki2's solution](#)

310.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Valaki2's solution](#)

311.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Valaki2's solution](#)

312.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Valaki2's solution](#)

313.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Valaki2's solution](#)

314.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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315.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

316.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Valaki2's solution](#)

317.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Valaki2's solution](#)

318.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

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319.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

320.

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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321.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Valaki2's solution](#)

322.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

323.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Valaki2's solution](#)

324.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Valaki2's solution](#)

325.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Valaki2's solution](#)

326.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Valaki2's solution](#)

327.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Valaki2's solution](#)

328.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Valaki2's solution](#)

329.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Valaki2's solution](#)

330.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,479 global accepts · Rating: 1100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Valaki2's solution](#)

331.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Valaki2's solution](#)

332.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Valaki2's solution](#)

333.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

334.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Valaki2's solution](#)

335.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Valaki2's solution](#)

336.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Valaki2's solution](#)

337.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Valaki2's solution](#)

338.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Valaki2's solution](#)

339.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

340.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Valaki2's solution](#)

341.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Valaki2's solution](#)

342.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Valaki2's solution](#)

343.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Valaki2's solution](#)

344.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Valaki2's solution](#)

345.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Valaki2's solution](#)

346.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Valaki2's solution](#)

347.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

348.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Valaki2's solution](#)

349.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

350.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Valaki2's solution](#)

351.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Valaki2's solution](#)

352.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Valaki2's solution](#)

353.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

354.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Valaki2's solution](#)

355.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Valaki2's solution](#)

356.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Valaki2's solution](#)

357.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Valaki2's solution](#)

358.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Valaki2's solution](#)

359.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Valaki2's solution](#)

360.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Valaki2's solution](#)

361.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Valaki2's solution](#)

362.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Valaki2's solution](#)

363.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Valaki2's solution](#)

364.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

365.

1497B

[M-arrays](#) · [Tutorial](#)

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

[Valaki2's solution](#)

366.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Valaki2's solution](#)

367.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2020-04-22 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Valaki2's solution](#)

368.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Valaki2's solution](#)

369.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Valaki2's solution](#)

370.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Valaki2's solution](#)

371.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

372.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Valaki2's solution](#)

373.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Valaki2's solution](#)

374.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Valaki2's solution](#)

375.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Valaki2's solution](#)

376.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Valaki2's solution](#)

377.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1200 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Valaki2's solution](#)

378.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Valaki2's solution](#)

379.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Valaki2's solution](#)

380.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Valaki2's solution](#)

381.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Valaki2's solution](#)

382.

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

[Valaki2's solution](#)

383.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Valaki2's solution](#)

384.

1005C

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

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Valaki2's solution](#)

385.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Valaki2's solution](#)

386.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Valaki2's solution](#)

387.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Valaki2's solution](#)

388.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Valaki2's solution](#)

389.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Valaki2's solution](#)

390.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Valaki2's solution](#)

391.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

[Valaki2's solution](#)

392.

1433E

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Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Valaki2's solution](#)

393.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Valaki2's solution](#)

394.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Valaki2's solution](#)

395.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

396.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Valaki2's solution](#)

397.

1157C1

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

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

398.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

399.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Valaki2's solution](#)

400.

1498B

[Box Fitting](#) · [Tutorial](#)

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

[Valaki2's solution](#)

401.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Valaki2's solution](#)

402.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Valaki2's solution](#)

403.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Valaki2's solution](#)

404.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Valaki2's solution](#)

405.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, math

[Valaki2's solution](#)

406.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Valaki2's solution](#)

407.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Valaki2's solution](#)

408.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Valaki2's solution](#)

409.

1800E1

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

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Valaki2's solution](#)

410.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

411.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Valaki2's solution](#)

412.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Valaki2's solution](#)

413.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Valaki2's solution](#)

414.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Valaki2's solution](#)

415.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Valaki2's solution](#)

416.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Valaki2's solution](#)

417.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

418.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Valaki2's solution](#)

419.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,581 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[Valaki2's solution](#)

420.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Valaki2's solution](#)

421.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Valaki2's solution](#)

422.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
[Valaki2's solution](#)

423.

714C

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

Rating: 1400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Valaki2's solution](#)

424.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Valaki2's solution](#)

425.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[Valaki2's solution](#)

426.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[Valaki2's solution](#)

427.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Valaki2's solution](#)

428.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Valaki2's solution](#)

429.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Valaki2's solution](#)

430.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Valaki2's solution](#)

431.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Valaki2's solution](#)

432.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Valaki2's solution](#)

433.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Valaki2's solution](#)

434.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Valaki2's solution](#)

435.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Valaki2's solution](#)

436.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

437.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Valaki2's solution](#)

438.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

439.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Valaki2's solution](#)

440.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Valaki2's solution](#)

441.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Valaki2's solution](#)

442.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Valaki2's solution](#)

443.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Valaki2's solution](#)

444.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Valaki2's solution](#)

445.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Valaki2's solution](#)

446.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Valaki2's solution](#)

447.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Valaki2's solution](#)

448.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Valaki2's solution](#)

449.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Valaki2's solution](#)

450.

1505C

[Fibonacci Words](#) · [Tutorial](#)

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

[Valaki2's solution](#)

451.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Valaki2's solution](#)

452.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Valaki2's solution](#)

453.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Valaki2's solution](#)

454.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Valaki2's solution](#)

455.

1506D

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

Quality: 25,542 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Valaki2's solution](#)

456.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Valaki2's solution](#)

457.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Valaki2's solution](#)

458.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Valaki2's solution](#)

459.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2020-03-24 · last AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Valaki2's solution](#)

460.

279B

[Books](#) · [Tutorial](#)

Quality: 72,458 global accepts · Rating: 1400 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Valaki2's solution](#)

461.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Valaki2's solution](#)

462.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Valaki2's solution](#)

463.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Valaki2's solution](#)

464.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Valaki2's solution](#)

465.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Valaki2's solution](#)

466.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Valaki2's solution](#)

467.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Valaki2's solution](#)

468.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Valaki2's solution](#)

469.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Valaki2's solution](#)

470.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Valaki2's solution](#)

471.

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Valaki2's solution](#)

472.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Valaki2's solution](#)

473.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Valaki2's solution](#)

474.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Valaki2's solution](#)

475.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Valaki2's solution](#)

476.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Valaki2's solution](#)

477.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Valaki2's solution](#)

478.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Valaki2's solution](#)

479.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Valaki2's solution](#)

480.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Valaki2's solution](#)

481.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Valaki2's solution](#)

482.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Valaki2's solution](#)

483.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Valaki2's solution](#)

484.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Valaki2's solution](#)

485.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Valaki2's solution](#)

486.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Valaki2's solution](#)

487.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Valaki2's solution](#)

488.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Valaki2's solution](#)

489.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[Valaki2's solution](#)

490.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Valaki2's solution](#)

491.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Valaki2's solution](#)

492.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Valaki2's solution](#)

493.

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Valaki2's solution](#)

494.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math

[Valaki2's solution](#)

495.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Valaki2's solution](#)

496.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Valaki2's solution](#)

497.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Valaki2's solution](#)

498.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Valaki2's solution](#)

499.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Valaki2's solution](#)

500.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Valaki2's solution](#)

501.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[Valaki2's solution](#)

502.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Valaki2's solution](#)

503.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Valaki2's solution](#)

504.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Valaki2's solution](#)

505.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Valaki2's solution](#)

506.

1234D

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

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-04-03 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Valaki2's solution](#)

507.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Valaki2's solution](#)

508.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

509.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Valaki2's solution](#)

510.

1282B2

[K for the Price of One \(Hard Version\) · Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Valaki2's solution](#)

511.

817C

[Really Big Numbers · Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Valaki2's solution](#)

512.

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

[Valaki2's solution](#)

513.

1015D

[Walking Between Houses · Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

514.

1334C

[Circle of Monsters · Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Valaki2's solution](#)

515.

346A

[Alice and Bob · Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Valaki2's solution](#)

516.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Valaki2's solution](#)

517.

1077D

[Cutting Out · Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Valaki2's solution](#)

518.

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Valaki2's solution](#)

519.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Valaki2's solution](#)

520.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Valaki2's solution](#)

521.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Valaki2's solution](#)

522.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Valaki2's solution](#)

523.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Valaki2's solution](#)

524.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Valaki2's solution](#)

525.

1504C

[Balance the Bits](#) · [Tutorial](#)

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

[Valaki2's solution](#)

526.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[Valaki2's solution](#)

527.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Valaki2's solution](#)

528.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Valaki2's solution](#)

529.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Valaki2's solution](#)

530.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Valaki2's solution](#)

531.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Valaki2's solution](#)

532.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Valaki2's solution](#)

533.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Valaki2's solution](#)

534.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

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

[Valaki2's solution](#)

535.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Valaki2's solution](#)

536.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Valaki2's solution](#)

537.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Valaki2's solution](#)

538.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Valaki2's solution](#)

539.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Valaki2's solution](#)

540.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths,

trees, two pointers

[Valaki2's solution](#)

541.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Valaki2's solution](#)

542.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Valaki2's solution](#)

543.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

544.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

545.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Valaki2's solution](#)

546.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Valaki2's solution](#)

547.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Valaki2's solution](#)

548.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Valaki2's solution](#)

549.

1157C2

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

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

550.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Valaki2's solution](#)

551.

1504D

[3-Coloring](#) · [Tutorial](#)

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

[Valaki2's solution](#)

552.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Valaki2's solution](#)

553.

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

[Valaki2's solution](#)

554.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Valaki2's solution](#)

555.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Valaki2's solution](#)

556.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Valaki2's solution](#)

557.

252D

[Playing with Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation

[Valaki2's solution](#)

558.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Valaki2's solution](#)

559.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Valaki2's solution](#)

560.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Valaki2's solution](#)

561.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Valaki2's solution](#)

562.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Valaki2's solution](#)

563.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Valaki2's solution](#)

564.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Valaki2's solution](#)

565.

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

[Valaki2's solution](#)

566.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Valaki2's solution](#)

567.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Valaki2's solution](#)

568.

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

[Valaki2's solution](#)

569.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Valaki2's solution](#)

570.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Valaki2's solution](#)

571.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

implementation, trees

[Valaki2's solution](#)

572.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Valaki2's solution](#)

573.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Valaki2's solution](#)

574.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Valaki2's solution](#)

575.

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

576.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Valaki2's solution](#)

577.

1505E

[Cakewalk](#) · [Tutorial](#)

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

[Valaki2's solution](#)

578.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Valaki2's solution](#)

579.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Valaki2's solution](#)

580.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Valaki2's solution](#)

581.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Valaki2's solution](#)

582.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Valaki2's solution](#)

583.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Valaki2's solution](#)

584.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Valaki2's solution](#)

585.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Valaki2's solution](#)

586.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Valaki2's solution](#)

587.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Valaki2's solution](#)

588.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Valaki2's solution](#)

589.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Valaki2's solution](#)

590.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Valaki2's solution](#)

591.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Valaki2's solution](#)

592.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Valaki2's solution](#)

593.

25D

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

Quality: 15,583 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[Valaki2's solution](#)

594.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Valaki2's solution](#)

595.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

596.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Valaki2's solution](#)

597.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Valaki2's solution](#)

598.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Valaki2's solution](#)

599.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Valaki2's solution](#)

600.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Valaki2's solution](#)

601.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Valaki2's solution](#)

602.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Valaki2's solution](#)

603.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Valaki2's solution](#)

604.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Valaki2's solution](#)

605.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Valaki2's solution](#)

606.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Valaki2's solution](#)

607.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Valaki2's solution](#)

608.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Valaki2's solution](#)

609.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Valaki2's solution](#)

610.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Valaki2's solution](#)

611.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Valaki2's solution](#)

612.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Valaki2's solution](#)

613.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

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614.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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615.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Valaki2's solution](#)

616.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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617.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Valaki2's solution](#)

618.

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Valaki2's solution](#)

619.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Valaki2's solution](#)

620.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Valaki2's solution](#)

621.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Valaki2's solution](#)

622.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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623.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Valaki2's solution](#)

624.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Valaki2's solution](#)

625.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Valaki2's solution](#)

626.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Valaki2's solution](#)

627.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Valaki2's solution](#)

628.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Valaki2's solution](#)

629.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Valaki2's solution](#)

630.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Valaki2's solution](#)

631.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Valaki2's solution](#)

632.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Valaki2's solution](#)

633.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2021-11-12 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Valaki2's solution](#)

634.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Valaki2's solution](#)

635.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Valaki2's solution](#)

636.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Valaki2's solution](#)

637.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Valaki2's solution](#)

638.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Valaki2's solution](#)

639.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Valaki2's solution](#)

640.

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

[Valaki2's solution](#)

641.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Valaki2's solution](#)

642.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Valaki2's solution](#)

643.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Valaki2's solution](#)

644.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Valaki2's solution](#)

645.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Valaki2's solution](#)

646.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Valaki2's solution](#)

647.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Valaki2's solution](#)

648.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Valaki2's solution](#)

649.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Valaki2's solution](#)

650.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Valaki2's solution](#)

651.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Valaki2's solution](#)

652.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Valaki2's solution](#)

653.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Valaki2's solution](#)

654.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Valaki2's solution](#)

655.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[Valaki2's solution](#)

656.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

657.

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

658.

103149B

[Railway](#) · [Tutorial](#)

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

[Valaki2's solution](#)

659.

103149A

[Shopping Fever](#) · [Tutorial](#)

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

[Valaki2's solution](#)

660.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

661.

101628K

[Know Your Statement](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

662.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

663.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Valaki2's solution](#)

664.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Valaki2's solution](#)

665.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Valaki2's solution](#)

666.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Valaki2's solution](#)

667.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Valaki2's solution](#)

668.

1432C

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

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[Valaki2's solution](#)

669.

1432B

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

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[Valaki2's solution](#)

670.

1432A

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

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special

[Valaki2's solution](#)